KUNG FUR HUSTLE
EUROFURENCE 17

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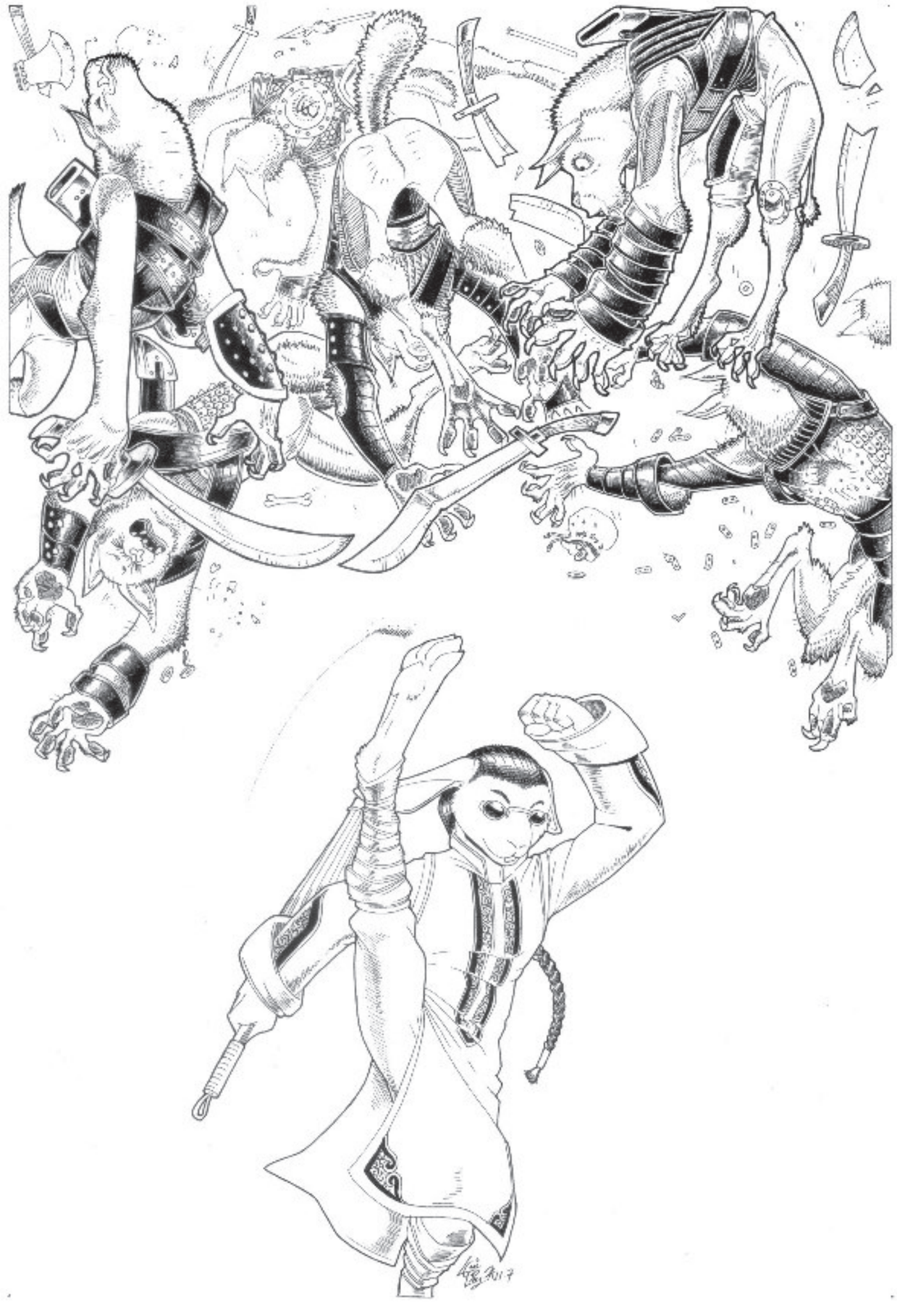

KUNG FUR

The first morning light dipped the mountaintops in an orange glow, as the column of early travellers, several hundred strong, reached the pass of the Crouching Dragon. The wayfarers were of many species, lions and tigers and wolves and deer, horses and dogs and bears and mice. Here and there a dragon or a sparkly pony could be spotted. And all of them moved tirelessly, expectant, exhilarated towards their goal, the huge market on the other side of the pass that was waiting for them.

A toll booth marked the top of the pass, with a huge boom blocking the way. The Imperial seal graced poles to the left and right, and close to the booth, three figures waited in sartorial splendor and brooding sullenness.

The cheetah, who appeared to lead the group, stepped forward. “Greetings to the Imperial guards! We are travellers on the way to the market.”

“You may not pass”, the first guard said. “Not just anyone may cross here.”

“Who are you to deny us passage?” the cheetah demanded to know.

“I am Fi Du Taks, collector from the Palace.” The official, a stocky and rotund bear, wrinkled his nose. “This here is Pai Ge Ma, overseer of musical performances.” He pointed at a lean fox, who indulged in self-importance, his face a mask of greed.

“And I am Yu Pon Law”, the third official added, a hyena with squinting eyes and a drooling mouth. “I am the Imperial censor. - I’m doing it for the children”, he added in a low unconvincing voice.

The cheetah folded his arms. “But we paid our dues to the Palace already.”

The officials murmured to each other, then Pai Ge Ma addressed the crowd that was slowly assembling. “You might have fun at the market. Fun is a dangerous concept. It is something that the Emperor cannot control.”

“Hush”, Yu Pon Law added. “Go, and spend your days with useful work that fills the Palace coffers. The market is not for you.”

The cheetah frowned. “You cannot stop us. Our Kung Fur is strong. No mere Palace eunuch is able to deny us.”

The officials cackled. “Your Kung Fur? Is it measured in gold, or power, or slaves?”

“You will see what it’s measured in,” the cheetah nodded, “if you don’t lift the boom.”

He waved to the crowd, and when the rows parted, a panda girl stepped to the front, barely seventeen, clad in fighting garb. Her bushy tail swished, and the mirthful smile on her muzzle refuted any idea of fear.

Fi Du Taks frowned. “So you claim that your Kung Fur is better than ours. Very well.” He clapped his hands and grinned. “I am sure we can convince you of the contrary.”

The door of the booth opened, and a giant boar emerged, his shoulders almost too wide for his body. He looked shaggy and smelled of stale beer, but underneath his rolls of fat, his powerful frame attested to a lifetime of martial arts. “Challenge?” he bellowed.

“I may introduce Dom”, Yu Pon Law chuckled. “He will fight for us, and believe me, it will not be a pretty fight.”

The spectators stepped back and formed a half circle, with the boom limiting the fighting area in the direction of the pass. The panda girl danced around, while the boar stomped over the dirt road in her direction.

He hadn’t even made five steps when the panda met him with a Yellow Tiger Fist, then a Graceful Dragon Claw, and finally a Mule Kick Of Hurting Ribs. Staggering backwards, the boar fell into a Coiling Snake stance, but he had barely time to concentrate before the panda was over him with Lissome Cat’s Slash, toppled him over with a Sleeping Bear At Winter throw, and jumped onto his belly with Double Paws Of Fury.

Dom rolled on the ground, shaking his opponent off, and whirled his ham-sized fists. But before he could apply a Pig Thunderstroke, the panda slipped under his reach, and ended the brief fight with a nose-breaking Hoof Hammer Of Destruction.

The boar grunted and held his delicate nose. Grudgingly, Fi Du Taks opened the boom for the travellers, muttering vile curses.

“Wait,” Yu Pon Law commanded. “Girl, your Kung Fur is good; too good for such a young thing!”

The panda laughed ringingly. “I’ve been fighting each and every year; so far, I haven’t been beaten!”

“I will remember”, the eunuch nodded. “What’s your name?”

Dancing away with the others, the panda girl waved merrily. “Why, call me the spirit of Eurofurence!”

— Cairyn —
(Con Book Editor)

RULES OF CONDUCT

Eurofurence likes to present itself as a professional convention of friendly, respectful and open-minded members of the furry community and their friends. To avoid any misunderstandings about what kind of behavior is generally acceptable at an event as big as Eurofurence, you are advised to read and follow these rules of conduct.

Registration and badges

- You must be at least 18 years old on the first day of the convention.
- Only registered attendees may enter the convention space, which consists of the entire hotel's function space. The restaurants, the bar and the main lobby are publicly accessible.
- Other hotel residents who are not registered with Eurofurence may enter the public areas of the hotel according to their individual contract with the hotel.
- You are required to wear your badge prominently so that you can be identified and recognized as a member of the convention.
- Changing or covering up any information on your badge (i.e. by using stickers or drawings) is strictly forbidden.
- If you have lost your room key please contact the hotel front desk or EF registration immediately. Eurofurence does not accept any liability resulting from lost room keys.

General behavior

- Please treat others respectfully.
- If someone asks you to stop, then **stop**. If you're asked to leave them alone, then **leave**. There is **no** discussion.
- It should go without saying that some people reserve any kind of physical contact to their close friends and family only. If you're not sure somebody wants to be hugged, tackled, pounced or otherwise assaulted, please ask him or her first.
- Appropriate and respectful behaviour is expected, especially in the sauna and pool area.
- You are liable for any damage you might cause to the property of another.

Clothing and decency

- Wearing costumes, accessories or displaying items made out of real fur is not allowed.
- Nudity exceeding the equivalent of a non-thong bathing suit is not allowed in public.
- Sexual behaviour that goes beyond a mere display of affection is not allowed in public.
- Display of adult-themed materials is not permitted in public areas of the hotel. This includes (but is not limited to): Room signs, flyers, business cards, posters and drawings on public message boards.
- Blatant exposure of fetish gear is not permitted in public, even if it is part of a costume.

The limit for "adult themed" materials is the equivalent of what you can see on the magazine covers at an average German newsstand. If you're unsure, feel free to approach a member of our staff and ask. Drawing the line for "fetish gear" is much harder, and the issue will always be highly subjective. So please be aware that our Chief of Security might have a different opinion about your outfit than you, and that it is our policy to **not** discuss our policies during the convention. So again, if unsure, by all means, please ask. However, not all cases are hard to figure out. There are a few things that we definitely do not want to see in public:

- No inflatable costumes
- No visibly "anatomically correct" costumes
- No costumes or accessories related to age-play, pet-play, bondage or sadomasochism.

On the other hand, the following items are usually considered okay:

- Collars without a leash attached
- Leather wristbands
- Accessories used in an "innocent" context, such as a dog harness that is part of a sled dog costume, for example.

We may take the liberty to allow individual exceptions from the "fetish gear" rules if your outfit is exceptionally discrete, tasteful and/or good looking – but please don't count on it. If in doubt, ask!

Alcohol and other drugs

- You are expected to drink responsibly. You will be held liable for what you say and what you do, even if intoxicated.
- Persons who are intoxicated to the point of incapacity may be escorted to their rooms or expelled from the convention, at the Chief of Security's discretion if it happens on more than one occasion. Furthermore, at the Board of Director's discretion, such persons may be banned from the convention.
- Smoking is not permitted anywhere within the entire hotel building, including your room. The only exception is the smoker's lounge in the lobby on the ground floor. A considerable cleaning fee will be charged for smoking in a non-smoking room.
- The possession, consumption, or sale of illegal substances (including, but not limited to: THC, LSD, Ecstasy, Amphetamines, etc.) will not be tolerated. Attendees found in possession of such substances will be handed over to the police and indefinitely banned from the convention.
- Furthermore, the abuse of any other substances (such as nitrous oxide, alkyl nitrites, glue, etc.) as a drug will also get you immediately expelled and possibly banned from the convention.

General hotel rules

- The consumption of food or beverages purchased from outside of the hotel is not permitted, unless it is consumed in your private hotel room.
- It is strictly forbidden to throw any objects from the galleries in the main hall. Violators will be expelled from the convention.
- For the safety of all hotel guests, no horseplay is permitted in the gallery areas. Please be especially careful in these areas if you have consumed alcohol.
- Attendees may not enter the service areas of the hotel. This includes all backstage areas, service elevators, the rooftops, emergency exits and all areas marked as "Staff Only".
- Tampering with any fire-protection devices – in particular, abusive triggering of fire doors or alarms – is prohibited and will have serious consequences. The same goes for disabling smoke detectors.
- No body paint is allowed during the convention. The Chief of Security may make exceptions for trustworthy guests. Please ask.
- Do not deliberately crack open glow sticks or similar items, i.e. anything containing dyeing, sticky or corrosive material.
- The sale of any kind of merchandise outside the official Dealers' Den requires explicit permission by the Eurofurence Board of Directors.
- It is not permitted to bring any animals with you except for those that have been registered in advance.

Hotel rooms and privacy

- You are expected to treat the hotel rooms and their contents reasonably and with care.
- The cleaning crew is required to check your room at least once a day. "Do Not Disturb" signs will therefore only be respected until 11:00 am.
- Leaving a tip instead of a mess would certainly be held in a much higher regard.
- Pets are not allowed on beds or any other furniture. If you disregard this rule, you might have to pay a considerable extra cleaning fee.
- You are required to ask your roommates for permission before running a room party.
- You must not disturb people in any other hotel rooms. Please keep the noise down after midnight.

Weapons, weapon look-alikes and other dangerous items

- All weapons, including look-alikes, replicas, tools and toys must be approved by the Chief of Security immediately after your registration on site.
- Water guns and similar items are prohibited inside the buildings. Even outside, care should be taken to avoid hitting any bystanders and/or damaging anyone's property.

- Mock fights, swordplay, fire breathing or any other activities that may adversely affect bystanders or hotel property are not allowed without explicit permission by the Chief of Security, who will appoint a staff member to take precautions and to observe the activity.
- The Chief of Security may require your weapon to be peace-bound. Tampering with the peace bonding is not allowed.

Photography and videotaping

- Eurofurence e.V. reserves all rights to video and photo material gathered at the convention with the exception of footage from private rooms.
- Eurofurence e.V. grants you the right to use videos and photos you have taken at the convention for private and/or non-commercial purposes.
- Publication in for-profit media (such as press, television or other commercial mass media) requires written permission by the Board of Directors.
- Official Eurofurence camera teams may record video and take photos in the public areas of the convention and during events to be used in various publications, such as the convention's official highlights DVD. You agree that videos and pictures taken of you can be used in such publications without release or compensation. A release will only be required for material filmed in situations where a reasonable expectation of privacy exists.
- Photography and filming is strictly forbidden in the Art Show and Dealers' Den. Cameras and cell phones will have to be left outside.
- Other restrictions or rules may apply for certain events, and will be announced on location.

The bottom line

- When in doubt, please ask – preferably before the convention starts. We will gladly answer all your questions.
- These rules will not be debated during the convention. The Chief of Security will, however, be available for you in case you feel wrongly accused of violating any of the rules.
- Decisions by the Chief of Security are final.
- The Chief of Security reserves the right to impose any and all sanctions against violators of these rules or those persons involved in any other unacceptable behaviour. The definition of *unacceptable behaviour* remains at the sole discretion of the Chief of Security and the Board of Directors. Sanctions may range from a friendly reminder to an indefinite ban from the convention.

That being said – In the past, Eurofurence has generally been a quiet and pleasurable experience with only very few cases of misbehaviour, and we expect the convention to be as friendly and open as always. We hope you will have a great time!

RADIO CHANNEL WARNING

Please note: The convention staff uses PMR radios for communication. Only the channels 1 and 2 are available for the public; all others (channels 3 to 8) are reserved for convention purposes. Do not interfere with staff communications. Thank you!

INTERNET ACCESS

As in previous years we provide free wireless internet access. Due to bandwidth limitations, access will be limited to standard internet services such as web, mail and IRC.

Because of the large scale of the hotel, we only can provide access at the lobby, bar, dealers den and conference rooms.

Our public network is not meant to be used to transfer lots of data over file shares. If you can't live without WoW and Secondlife for the duration of the con please be so kind as to switch over to the T-Com Hotspot.

Just choose one of these access points:

SSID: EF_Public.lobby
SSID: EF_Public.dealer
SSID: EF_Public.stage

WPA-PSK(TKIP): ef17gehtsnoch

GUEST OF HONOR
JIM MARTIN

It is with great pride and honor that Eurofurence presents this year's guest of honor: Mr. Jim Martin.

This amazing puppeteer is an accomplished producer, director, writer, puppet builder and designer. He is also an Emmy award recipient and member of the prestigious Director's Guild of America! But most of all, you may know him from his funny and inspiring puppet performances on *Sesame Street* and with the *Muppets*. His work is already well-known in the US (where he was a Guest of Honor at Anthrocon in 2010) and we are now bringing him to Europe. If you are not already familiar with his work then here is your chance!

Whilst studying towards his bachelor's degree in directing and acting, Jim Martin was directing his own puppet theater shows in his hometown of Pittsburgh, PA, USA. His career in television started with the role of Gary Gnu on *The Great Space Coaster*. In the following years, he performed on numerous shows, including the *Puzzle Place* where he was not only a lead puppet performer and associate producer, but also finally got the chance to direct.

Since that time he has gone on to direct many other shows including *Sesame Street*, *Elmo's World*, *Bear in the Big Blue House*, and Disney's *Johnny and the Sprites*. Jim Martin's hard work and dedication to excellence was nationally recognized when he received the 2002 Emmy Award for Outstanding Direction in a Children's Series for his work on *Sesame Street*. He also won an Emmy award in 2004, 2005, 2006, and 2008, and has been nominated for numerous other awards, of which he has won many.

Jim Martin has also been involved with many movies. He worked on the film *Teenage Mutant Ninja Turtles III* as the animatronic puppeteer for Leonardo, providing all of Leonardo's mouth movements and facial expressions.

He has worked with the fantastic Jim Henson's *Muppets* on such projects as the movie *The Muppets Take Manhattan* and in TV specials such as *The Muppets At Walt Disney World*, *The Muppets Celebrate Jim Henson*, and *The Muppets' 3-D Movie* at Walt Disney World. Through his achievements with the Muppets, Jim Martin has had the opportunity to work with such awe-inspiring puppeteering notables as Jim Henson, Frank Oz, Jerry Nelson, and Caroll Spinney.

Jim Martin's extensive and impressive CV is too exhaustive for us to list here, and even if we could it would not even scratch the surface of the many wonderful stories, funny anecdotes, incredible experiences and deep insights that he has amassed throughout his career. Perhaps that is the reason for his open, friendly and entertaining personality.

At Eurofurence you will have many chances to meet this fun guy and see his work:

Wednesday

Already on Wednesday evening will you get the chance to see *Teenage Mutant Ninja Turtles III*, and after the movie, you will get the chance to hear some of the behind-the-scenes stories and see Jim Martin's private behind-the-scenes footage.

Thursday

On Thursday you will get the chance to get close with this five times Emmy award winner during the Meet the Guest of Honor panel. During this session, Jim Martin will be showing some slides, photos and clips, but it is also a Q&A session, so come along and ask all the questions you want! And later on, during the Clips'n'bits panel you will have a rare opportunity to see the most interesting and hilariously funny old Jim Henson commercials – and some videos from before the Muppets became famous!

Friday

During the Performing In Full Body Costume panel on Friday, you will be able to get tips from a professional performer on how to perform in a fursuit. Jim Martin can make any character come to life. Lots of fun is guaranteed at this event.

Saturday

Have you ever tried puppeteering? Whether the answer is yes or no, you can both learn a lot and have a lot of fun during what we have planned for you on Saturday! You will have the chance of a very rare experience as the Video Puppeteering With The Guest Of Honor panel takes place. This is a very unique opportunity to not only see the master do what he is best at completely live – but you will also get the chance of trying this out yourself under his skillful guidance. Due to time restrictions, only a limited number of people will be able to try this out.

Jim Martin can also be found participating in various ways at other events during Eurofurence. For example, he and his lovely

wife Crystal will be judges at the Enter the Arena Dance Contest. And he will of course also be at the great charity event The Kung Fur Show on Saturday afternoon.

Jim Martin is a very fun and approachable guy so please feel free to come and ask him questions at all the Guest of Honor events.

You can find more information on Jim Martin at the following web pages (but of course you could also just ask him since he is here at Eurofurence):

Official homepage:
http://jimmartinproductions.com/
Wikipedia:
http://en.wikipedia.org/wiki/Jim_Martin_(puppeteer)
Muppet wiki:
http://muppet.wikia.com/wiki/Jim_Martin

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CHARITY PROJECT
RAUBKATZENASYL

The charity for EF this year is the Raubkatzenasyl, which is one of the biggest animal shelters for big cats in Europe. Sadly, institutions like it have become increasingly necessary. Founded by animal welfare activists, they specialise in abandoned animals such as big cats. For example, during the last decades, circuses have increasingly lost popularity and many have eventually been closed down. Their animals are often abandoned or sold to shady owners. In these cases, there is no other choice for the veterinarians treating these abandoned and rare animals than to put the animals to sleep because the veterinarians were unable to find any acceptable facilities to take care of them.

The zoos were often cramped and therefore unable to take any of them in. Eventually, animal welfare activists decided to take on the task and built the first compound – and so the Raubkatzenasyl was born. Since then, the team has taken care of the cats of prey with great skill and lots of love.

The Raubkatzenasyl is currently sheltering six tigers and three cougars. Their youngest fosterlings aren't cats of prey, though. They are foxes – the red fox Lea and her play mate Finja who is an arctic fox. Both were saved from a fur farm and animal traders.

Of course, the Raubkatzenasyl has a great interest in the well-being of their animals. However, another of their tasks is also to give people a better understanding of the beautiful animals there. Therefore, they host an open day every first Sunday of the month, so that people can see the animals up close. You can also see a live feeding first hand and get a lot of interesting information.

To be able to offer their animals a lot of variety on a daily basis, the team goes to great lengths. The caretakers always try to think of new toys and tricky puzzles for the animals to solve in order to earn a treat.

To feed all of the animals, the Raubkatzenasyl needs around 900 Euro every month. The compounds need to be renovated and a new vehicle is needed to transport the large amount of meat as well.

This is where you come in – you can help the Raubkatzenasyl and their fosterlings by donating! We offer you a great variety of opportunites to donate at Eurofurence 17. With your help this shelter can be maintained and keep up its great work in taking care of their beautiful animals and even saving new ones.

EVENTS

As every year, you will have a lot of opportunities to support our charity and help the animals in need:

The Kung Fur Show – Fighting For Charity!

Come see the fierce and mighty warriors demonstrate some amazing martial arts. There will be awe-inspiring moves, per-

plexing poses and silliness galore as the performers show their stuff and get challenged by the host. The tickets for this unique event, not to be missed, will be available for only 5€, and all the money goes directly to charity.
Saturday 15:30–17:00, Main Stage

Confurrious "Buddha Laughs At You"

Try out your luck with our charity lottery! For just 1€ you have the chance of winning one of our fantastic prizes, like a sketch from an artist, a ticket for the Kung Fur Show, a backstage tour of Eurofurence, a drink at the bar, or one of the many other goodies! Where can you get a lottery ticket? Just watch out for our table in the lobby near the bar! Even if you don't win, you still get some wise words from Confurrious himself.

Charity Information Booth

The staff from the charity itself are here with us this year! You will find the charity booth in the lobby, where members of the Raubkatzenasyl will be providing you with information and will be able to answer all your questions, as well as selling some nice merchandise.

The Charity Panel

In the Art Show as every year, you can bid on some nice items and support our charity at the same time.

The Charity Tigers

Last year we had the charity meerkats – this year we have the charity tigers! You may meet these furry critters with donation boxes, asking you kindly to feed to boxes so that the Raubkatzenasyl will be able to feed their hungry animals and to buy them treats and toys.

Every little bit helps, so please take this chance to donate!

For more information, please visit the charity's own web page:
www.raubkatzenasyl.de
Postal address/shelter facilities:
Leinmühlstraße 2
91522 Ansbach/Wallersdorf

Finally we have a message from our Eurofurence charity last year, The Gnadenhof Emmrich Sanctuary, to all the attendees who contributed last year. It shows the huge impact your money has in the lives of these animals:

Dear donators at Eurofurence!

If we had been able to do somersaults, we definitely would have done so out of happiness over your generous donations in Magdeburg in September 2010. Since our only funding comes from donations and fees for membership of our association, we depend on the compassion of animal-loving people like you. Therefore, from the depth of our hearts, we want to thank all Eurofurence members for their financial support against suffering, misery, cold, agony, hunger, sickness and mistreatment of our fellow creatures.

With your help we were able to cover a lot of running costs in 2010 like vet expenses, medication, operations, food and much, much more.

We wish you all the best.

Gnadenhof Emmrich e.V. Hansi Emmrich
www.gnadenhof-emmrich.de
armetiere@gnadenhof-emmrich.de

EF Prime
Your Eurofurence Channel

Once again, EF Prime keeps you entertained during the convention, even if you decide to take a break in your room.

Broadcasting around the clock during EF, this channel offers music, fun, entertainment as well as information regarding the convention, the schedule and events. EF Prime also brings the stage events live into your hotel room so you don't have to miss a thing. However, watching the events live on stage is so much more fun, isn't it?

EF Prime only broadcasts to the rooms of the Maritim Hotel.

WEDNESDAY

12:00	EF Prime Clipshow	Fun and Information
17:30	Opening Ceremonies	LIVE BROADCAST
18:30	Furry Weekend Holland	
19:00	Confuzzled 2011	Highlights from the con
22:00	Suhlvester 2010 / 2011	at the Ringberg Hotel
23:00	Prime Cuts	Music show
2:00	Fursuit TV	If your brain hasn't melted yet
3:00	Furry Connection North 2011	Highlights from the con

THURSDAY

6:00	Fursuit TV	More brainmelting fun
8:00	Toon Box	Morning Cartoons
10:00	EF Prime Clipshow	Fun and Information
14:00	Banner Brawl	LIVE BROADCAST
15:30	Furry Weekend Holland	
16:00	Fursuit TV	Even more brainmelting fun
17:00	EF Prime Clipshow	Fun and Information
19:00	Uncle Kage's Story Hour	LIVE BROADCAST
20:30	Disneyland Halloween 2010	
21:00	Fursuit Friendly Dance by DJ Kenai	LIVE BROADCAST
3:00	Prime Cuts	Music show

FRIDAY

6:00	Fursuit TV	More brainmelting fun
8:00	Toon Box	Morning Cartoons
10:00	EF Prime Clipshow	Fun and Information
14:00	Enter The Arena	LIVE BROADCAST
16:00	Fursuit Theatre	from Eurofurence 16
17:00	EF Prime Clipshow	Fun and Information
20:00	Kage vs. 2	from Eurofurence 16
21:30	Fursuit Gameshow	LIVE BROADCAST
23:30	Disneyland Halloween	
0:00	Fursuit TV	Meerkat attacks your brain
1:00	Prime Cuts	Music show
4:00	Kage vs. 2	from Eurofurence 16
5:30	Prime Cuts	Music show

SATURDAY

6:00	Fursuit TV	More brainmelting fun
8:00	Toon Box	Morning Cartoons
10:00	EF Prime Clipshow	Fun and Information
15:00	Prime Cuts	Music show
15:30	Kung-Fur Show	LIVE BROADCAST
17:00	Furry Weekend Holland 2	
18:00	EF Prime Clipshow	Fun and Information
18:30	The Year of the Rat	LIVE BROADCAST
21:00	Prime Cuts	Music show
22:00	BigBlue Dance	LIVE BROADCAST

SUNDAY

6:00	Fursuit TV	More brainmelting fun
8:00	Toon Box	Morning Cartoons
10:00	EF Prime Clipshow	Fun and Information
12:00	End broadcast	Music show

EF Prime is brought to you by:

Scheduling / Content / Concept: **BigBlueFox**

IT Operations **Kralle**

Twitter client programming **Athesis**

Spikey Voice Talent **Shay**

Big thanks to everyone who provided videos or footage!

BITTER LAKE
THE MAKING OF A FURRY MOTION PICTURE

Creativity... if there was but one word to describe the process that made *Bitter Lake* happen, it would have to be that. Without the fantasy, the drive and the creativity of everyone in our crew, this movie would never have been made. It started with an energetic spark and now I'd say we are ready to show *Bitter Lake* to a curious audience.

For those of you that have no idea what *Bitter Lake* is all about, I'll try to explain it in a nutshell. The seeds of the project were planted somewhere last year. If my memory serves me well, it was before Eurofurence, and it started as a remark between EZwolf and me during one of the rehearsals for the Fursuit Theater. "Would it not be awesome to do this as a movie?", we both said at the same time, and while we laughed and nodded, we actually never let go of the idea.

It wasn't until January of this year that it became apparent we were actually more poised to come back to the idea of a movie than we were to do another stage show. Not because we didn't love doing the stage show, on the contrary, but because we couldn't get rid of the movie ideas swirling through our heads. When we put it before Cheetah and he gave us Eurofurence's blessing to see what we could do, things started to quickly fall into place.

If we were to pull off a full motion picture featuring fursuits, we would have to have a story, a strong storyline with not too many characters and which was on its own, quick, decisive and above all unique. The story I had started to work on in November proved to be too much to handle, and we decided that four months of writing had to be thrown overboard if we were to actually do this properly. And so we did!

As I was sweating away in my office, writing a new story, pondering over a possible script, EZwolf started to look around for possible actors and a skilled crew. After a month or so the script was finished as a rough draft and we had chosen a dedicated crew that we thought would be able to pull this off. I can tell you that getting a crew together on paper is one thing; actually managing to get them all together on the same day is another! Somewhere, someone or something was smiling down on us because we managed to get 10 people together from three different countries within a week. As EZwolf and I started telling them what we had in mind and what the story would be like, we managed to sway every single crew member and actor to help us bring *Bitter Lake* to life at that very moment.

In the month that followed, we started working on a lot of the behind the scenes production. Things such as voice recording, prop making, costume creation, costume alteration, and various changes to the script and dialogue. We decided it would make for a good dress rehearsal to send our dressed actors to the Elf Fantasy Fair, a two day event in the Netherlands where people can dress up as anything they'd like and come together to enjoy each other's company. When picture after picture was taken by literally hundreds of people, we as producers of *Bitter Lake* knew that we had made the right choice.

I'll fast forward a bit and take you to

the first day of shooting. On a sunny day, around the break of dusk EZwolf was setting up lights and a camera track in an old renovated barn to shoot our first scene with Stoelbank in his suit. We worked for six hours straight, and as we looked back on what we had shot around three in the morning, all three of us shivered with goose bumps; this was going to be something unique.

The week that followed saw the entire team head out in a van and a car to a tiny little village called Mars in the South of France. It took us a while to get there but when we did, everyone immediately felt the rush of making it happen. The location was perfect, and after we were shown around the premises everyone started to make ready for four days of intense movie making. The days which

started at 7:00 in the morning and ended at 1:00 at night flew by, and as we drove back home it hit me that we had managed to shoot all scenes but one. A scene that we recorded the weekend after!

As we all settled back in, the whole ordeal of post production work started. And I have to say, that is something I really do not envy EZwolf for. He single-handedly edited the whole movie himself and then mixed the voice tracks and the sound effects together. After Fox Amoore sent his incredible soundtrack our way, he smoothly mixed that final piece of the puzzle into the whole. Without EZ, his creative vision and his unwavering dedication, *Bitter Lake* would not have been possible. That

said… without the whole team, cameramen, producers, lighting and grip, actors, sound engineer and music composer… *Bitter Lake* would never have seen the light of day.

It is now some eight months after we started discussing what this movie would have to be about, what we would like to do, and how on earth we were going to do it. Eight months later, and we are about to show *Bitter Lake* to the people at Eurofurence. We, as a team, hope you can see and appreciate the work, time, effort, and energy we have put into making *Bitter Lake*, and we hope you enjoy the show!

Michael Wolf Visser aka Shay
Writer and Director of Bitter Lake

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something steampunk this way comes...
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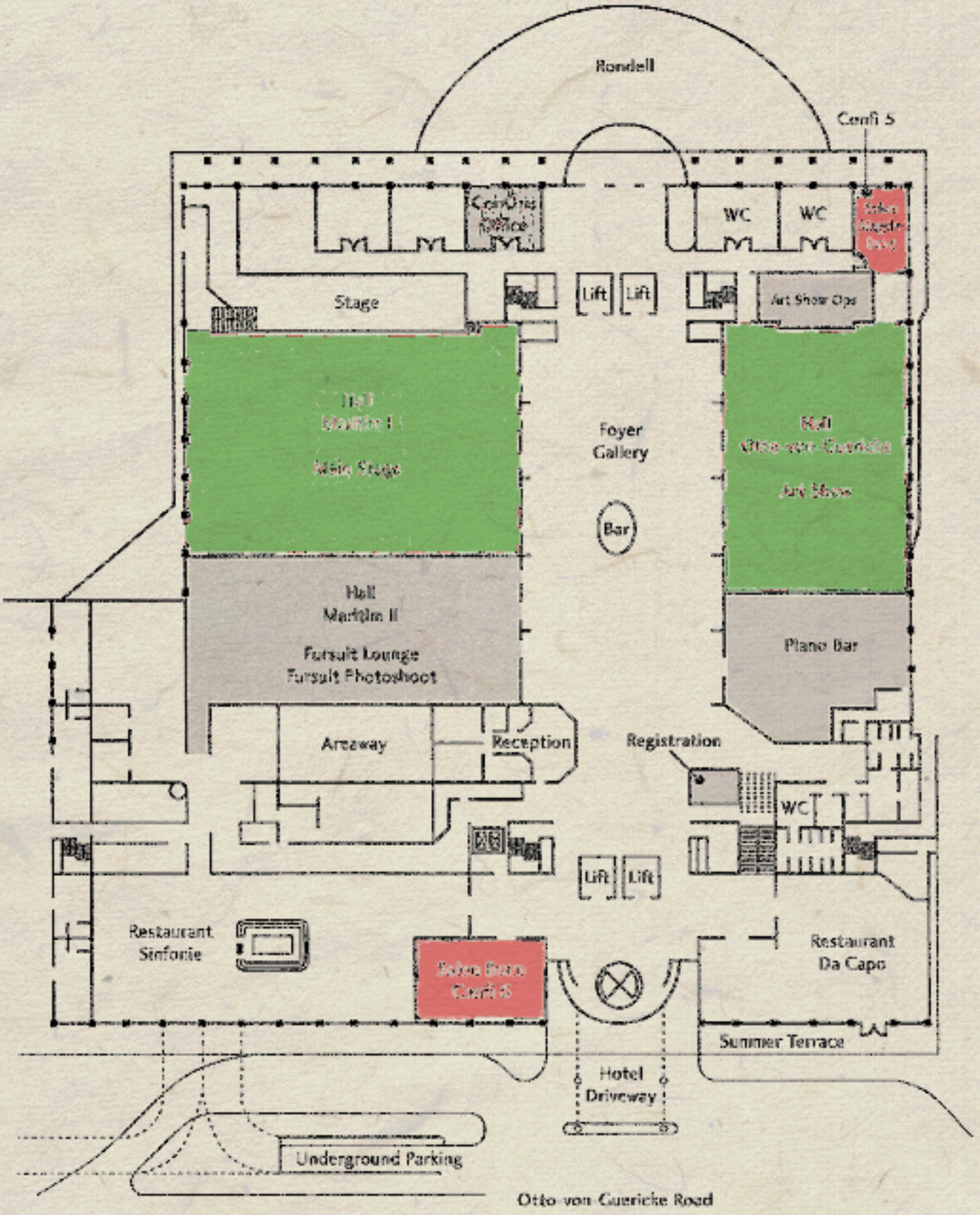
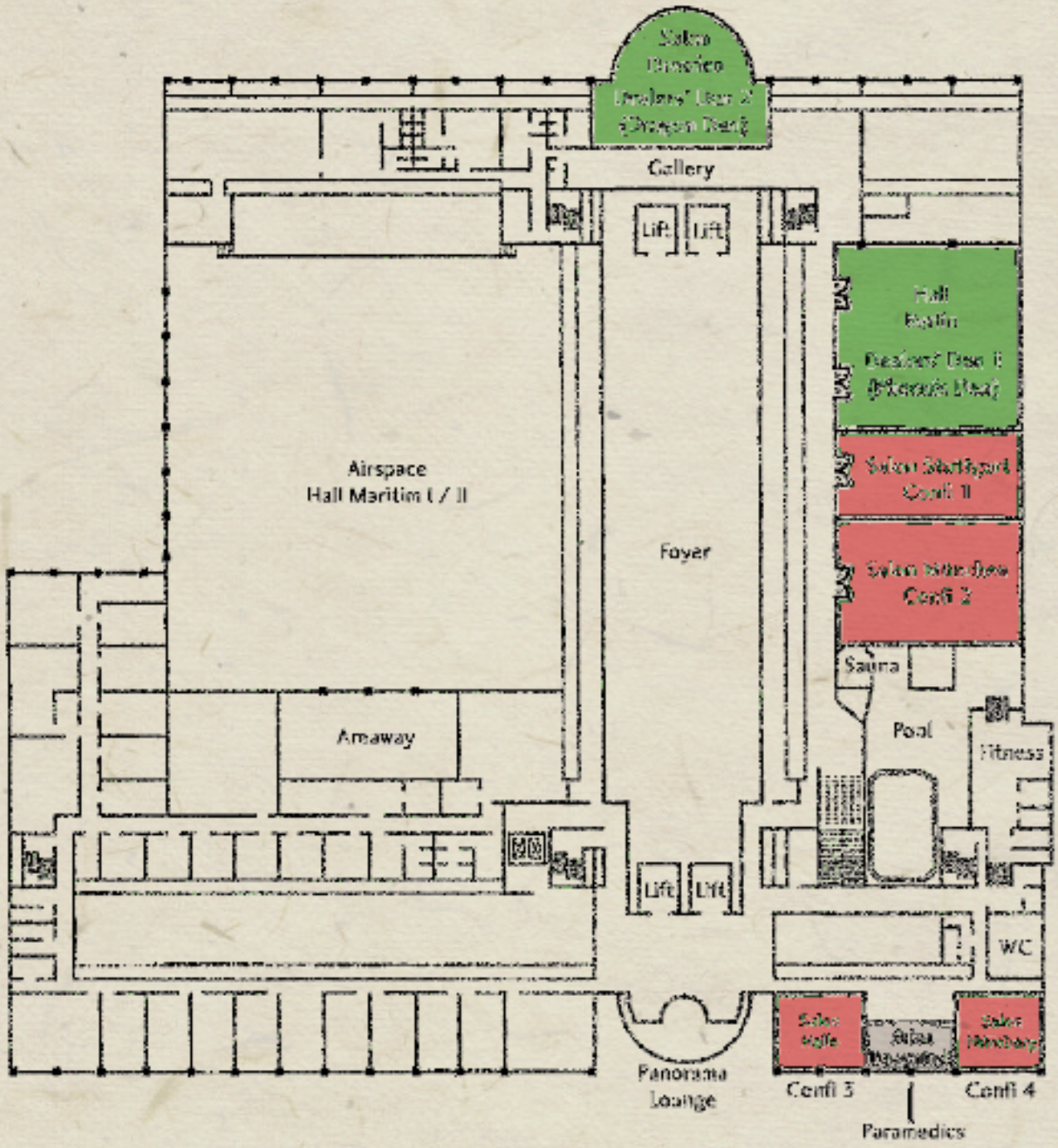
EVENT AREA MAP
FIRST FLOOR - FOYER LEVEL



EVENT AREA MAP
SECOND FLOOR - EVENT LEVEL



Green areas: Main event rooms
Red areas: Conference / SIG rooms
Gray areas: Other convention rooms or points of interest

ConOps Office

The department for Convention Operations (ConOps) offers help and assistance for important problems that require prompt and efficient solutions to our staff and guests. Please keep in mind that Eurofurence is a large convention and our staff numbers are limited, so we will have to prioritize all tasks by order of importance as decided by our staff.

Examples of tasks we take care of:

- Lost and Found
- Broken equipment
- Forwarding messages to other departments
- Store equipment that you or another team need for an upcoming event

Examples of enquiries we unfortunately **cannot** help you with:

- Timetable enquiries (check this con book or pocket guide instead)
- Room enquiries (please consult the layout plan in this con book)
- Store any personal valuables of our guests or staff
- Printing personal documents
- Currency exchange services

Please note that these lists are not comprehensive.

The ConOps office can be found in the hallway leading to the backstage rooms and is therefore a restricted staff area. We will put up signs to help point you in the right direction. Also, please note that we tend to be very busy during the convention. If we happen to not be in the office when you arrive, please wait for a few minutes outside the staff area.

Lounges

Furbidden City – The Fursuit Lounge *ConOps*

Eurofurence welcomes all active fursuiters to the Headless Dojo in the Furbidden City.

Unattainable by mere mortals and guarded by the shadow guild of EF security samurai, the honorable anthropomorphic warriors also known to the world as fursuiters find a place to rest and refresh themselves in the Headless Dojo. Here they are welcomed with everything they might desire for during their voyages.

Fursuit warriors who are only in transit will find that an endless stream of fresh air awaits them at the great wall of winds.

If exhausted from the heat of battle, several sorts of ice cooled refreshments await them, along with sweet and salty snacks.

For suiters who wish to enjoy our services for a longer period of time, the dojo is equipped with ample spots on the active fursuit dryer along with separate ventilated head and paw dryers.

Should their fluffy armor have suffered damage on their voyages, a repair workshop is available in the Furbidden City, to help them get ready for battle again in no time.

At night, the portals of the Furbidden City will be closed by the guards. Fursuiters can get access at those times by asking the all seeing security night shift.

To make the noble fursuiters' stay in the Furbidden City and Headless Dojo as convenient and relaxing as possible, the Emperor's rules will be enforced by the security samurai at all times. These rules are:

- Only fursuiters may enter and stay in the Furbidden City at any time, in and out of fursuit.
- Non-suiters are not allowed to enter the Headless Area. The only exception are suit-helpers, assisting a Fursuiter with putting their costumes on or off.
- Suit-helpers must be accompanied by the fursuiter they are assisting, and they have to leave the dojo when their help is no longer required.
- Photography and filming is strictly forbidden in the Headless Lounge.

Guarded opening times:

Wednesday	14:00 – 24:00 *or last event*
Thursday	10:00 – 24:00 *or last event*
Friday	10:00 – 24:00 *or last event*
Saturday	10:00 – 24:00 *or last event*
Sunday	10:00 – 12:00

On-demand opening:

Fursuiters have access to the lounge round-the-clock, from Wednesday afternoon to Sunday noon.

The fursuit area doors are open from 10:00 until after the last event of the day. If you need access to the lounge during the night, our security and con-ops staff will be happy to open the door for you.

Artists' Lounge *ConOps*

Do you like spending your evening around other artists, drawing and exchanging techniques? Then this social event, which takes place every evening, is the right place for you being all creative!

Wednesday	19:00 – open end, Stuttgart
Thursday	19:00 – open end, Stuttgart
Friday	19:00 – open end, Stuttgart
Saturday	19:00 – open end, Stuttgart

ART SHOW

All Art Show Events

Cairyn & Blue_Panther

This year's Art Show again presents a multitude of international artists. See your favorites, bid on whatever you like, and buy art for your home!

Registration is needed for bidding: You will receive a sticker sheet with coded numbers. Write your bid on it, and simply paste the sticker to the bid sheet! You will get the necessary stickers when you register at the Art Show door, together with a bidding rules sheet and explanations, just in case you've never been to the Show before!

When all the bidding fields on the bid sheet are filled, the piece is sent to auction. In the voice auction, you will have to defend your selection against other prospective buyers. The exalted Auctioneer is our favorite Uncle Kage. The sky's the limit – but don't bid more than you can afford!

When you have successfully acquired a piece, you can pick it up on Saturday in the Art Sales. **Cash only, please** – no plastic. We need to pay the artists! Accepted currency is **Euro**; we can't change dollars or pounds.

Look out for more information at the Art Show and read the bulletin boards for last-minute details!

Art Show setup times:

Wednesday	10:00 – 20:00
Thursday	10:00 – 12:00

Art Show opening times:

Thursday	12:00 – 18:00
Friday	12:00 – 17:00

Art Show closing:

Friday	17:00 – 19:00

Art Auction:

Saturday	12:00 – 14:00 – *ends as necessary*

Art Sales and Pickup:

Saturday	14:00 – 17:00 – *public art pickup*
Saturday	17:00 – 19:00 – *artists' payout*

DEALERS' DEN

Dealers' Den

Gyroplast & Alpha_Ki

Silk, jasmine, amber, orchids, jade, gold, porcelain and bamboo – the antique Asians were masters in writing, art and inventiveness. Everything was a little wonder of its own.

The Dealers' Den at EF is even better. In both rooms, the **Dragon Den** (Salon Dresden) and the **Phoenix Den** (Hall Berlin), our famous furry artists and dealers await you with the most amazing merchandise. Books and sculptures, prints, comics and apparel are waiting for you, along with many other finely crafted items. You may even get an original convention badge or a personal sketch for your sketchbook while meeting your favorite artist in person. So please come closer and experience your own little wonder.

Dealers' Den setup times:

Wednesday	16:00 – 20:00 – *Hall Berlin setup only!*
Thursday	10:00 – 12:00 – *setup – dealers only!*
Friday	10:00 – 12:00 – *setup – dealers only!*
Saturday	10:00 – 12:00 – *setup – dealers only!*
Sunday	09:00 – 12:00 – *clearing – dealers only!*

Dealers' Den opening times:

Thursday	12:00 – 13:00 – *supersponsors only!*
Thursday	13:00 – 18:00
Friday	12:00 – 18:00
Saturday	12:00 – 18:00

N '11

PHOTOSHOOT

Fursuit Photoshoot — *Thalian*

The night has just begun, and you find yourself in a little secluded area of a Chinese Town. You stroll around and gaze with amazement into hundreds of small windows of the little cornershops you are passing by, admiring the strange dried creatures, roots and other things you are seeing. It is getting darker, and the neon-signs advertise something in signs and a language you will never understand.

But still: Here you are – standing beneath all the lanterns and inhaling the strange scent coming out of the pots and cauldrons of the cook-shops nearby. The little beggar who is sitting on the pavement is shouting something at you. Whether it is a curse or a blessing, you can't tell. You have just decided to linger on, as you are blinded by strong flashes of light, and before you even can raise your hand to hide your face, the picture is taken and you hear the deep voice of the photographer standing in front of you: "Thank you! This will be a beautiful photo! Thanks for joining this years Eurofurence photo shooting in our little China Town set. And who's next?!"

Just like last year, the studio will be open on three days. The registration for the photo shoot will open one hour before the actual shooting on each day. Just enroll in the list and get your estimated timeslot. Then you can suit up and come back about 10 minutes before your timeslot starts, which will minimize waiting times. If you have any questions, just ask the queue managers, which will be available at the entrance of the studio throughout the shooting.

If you have any special wishes, or anything we should know about (like very sensitive parts of your suit, unusual small field of view, etc.) just tell the queue manager so we can arrange everything in time.

Right after the convention, all photos will be processed to ensure the best possible quality. After a short time (about 2-3 weeks) the photos will be presented on:

http://www.thalian.de

You will find an announcement in the Eurofurence forum, and on my FurAffinity account.

The photoshooting will take place in "**Maritim II**", together with the fursuiter lounge.

Photoshoot opening times:

Thursday	13:00 – 14:00 (Reg), 14:00 – 18:00
Friday	13:00 – 14:00 (Reg), 14:00 – 17:00
Saturday	12:30 – 13:30 (Reg), 13:30 – 17:30

RECURRING EVENTS

Dance Dance Revolution — *Saber & Hrs*

Dance Dance Revolution (also known as DDR) is a popular rhythm game that makes you dance and jump to all kinds of music: Dance, Trance, Techno, J-Pop, Rock and more! You can try the game, play with your friends, or learn new techniques from expert players. Beginners and fursuiters are welcome.

Thursday	21:00 – open end, Bonn
Friday	21:00 – open end, Bonn

Fancheng Action Theatre — *Kandrel*

Six Kung Fu masters have answered their master's cry for help, and find themselves fighting to free the ancient Fancheng District from the clutches of a vicious crime lord. Come participate or watch in this easy and beginner-friendly roleplaying game, filled to the brim with martial arts movie tropes, bad translations, and kick-ass kung fu. Sign up early in the game room to reserve one of the heroes!

Friday	14:00 – 17:30, Halle
Saturday	14:00 – 17:30, Halle

Game Corner — *Xaneorath*

You are invited to come by and play some board or card games with other furs. Whether you're looking for a fast-paced game to take a short break, or if you're planning to spend an evening with a complex strategy game, you've found the right place. We offer a great variety of games for you to choose from, and of course you can bring in your own if you like.

Thursday	19:00 – open end, Halle, Nürnberg
Friday	19:00 – open end, Halle, Nürnberg
Saturday	19:00 – open end, Halle, Nürnberg

Tantric Kriya Yoga — *Chaiya*

Kriya Yoga is an ancient Yoga technique brought to the west by Paramahansa Yogananda. In this workshop you will be taught the basics of tantric Kriya-Yoga. Although the word tantric is in the title of this SIG it will be all PG-Rated. Please note that the some of the techniques that we practise in the second part are quite dynamic, and they will definitely make you sweat. Please consider that while choosing your clothing.

Saturday	12:00 – 13:30, Magdeburg
Saturday	16:00 – 17:30, Magdeburg

The Fursuit Gameshow

This year marks the sixth installment of the Fursuit Gameshow!

As in the previous years, we will not be able to fit everyone on the main stage for the finals, so we have to do preliminary rounds. This gives everybody who wants the chance to participate! So be sure to sign in on Thursday 14:00 at our table near Maritim II, you don't have to show up in suit to sign in, but be sure to be there early so we don't get a jam at the end!

To take part, you need:

- Fursuit. Since the games will be too easy for anybody not wearing a full costume, we need to enforce this rule: The costumes participating will need a full head and gloves at the very least!
- A partner. Don't hesitate to drop by if you don't have one yet, you are most likely not alone!
- A bit of endurance. The preliminaries will take a good hour to go through, including the time to get from one location to the next and waiting in line there.

The ranking of the preliminaries and thus the 16 finalists will be announced in the fursuit lounge and the Daily EF.

The main stage event will take place on Friday evening at 21:30 – but if you make it there, you will have to make some time on Friday afternoon too for stage rehearsal! The winners of the preliminaries will be notified when to be there!

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EVENTS WEDNESDAY - THURSDAY

WEDNESDAY

10:00–20:00
Art Show

Art Show Setup — *Cairyn & Blue_Panther*

Artists only! No public allowed.
Artists or agents can put up their artwork in the show room. The Art Show database will be online to enter missing exhibits and to print bidsheets. Please ask the Art Show management on site. See page 24!

14:00–24:00
Fursuit Lounge

Fursuit Lounge — *ConOps*

Opens today at 14:00, will be opened on request after the last event. Please see page 22 for details!

16:00–20:00
Dealers' Den 1

Dealers' Den 1 Setup – Room Berlin — *Gyroplast & Alpha_Ki*

Dealers only! No public allowed.
Dealers can bring their merchandise to the Dealers' Den 1. See page 24!

17:30–18:30
Main Stage

Opening Ceremony — *Cheetah*

Join us for the official opening of the convention!

19:00–op.end
Stuttgart

Artists' Lounge — *ConOps*

The place for the creative artist. Please see page 22 for details!

20:00–21:30
München

Teenage Mutant Ninja Turtles 3 – Movie Screening — *Jim Martin (GoH)*

Kickstart your con by joining us in watching the movie *Teenage Mutant Ninja Turtles 3* with the Guest of Honor Jim Martin, who puppeteered the facial animatronics for Leonardo. Whether you have seen the movie before or not, this is a great way to get an introduction to Jim Martin's work. You will be able to ask him questions after the movie as well.

21:30–23:00
München

Teenage Mutant Ninja Turtles 3 – Behind the Scenes — *Jim Martin (GoH)*

After the movie screening, the Guest of Honor Jim Martin will share some amazing behind the scenes stories and show his own private behind the scenes footage from the movie. You will also have the opportunity to ask him questions about the movie and his private footage, and get some unique stories and insights.

THURSDAY

All Day
Fursuit Lounge

Fursuit Lounge — *ConOps*

Please see page 22 for details!

10:00–12:00.
Art Show

Art Show Setup — *Cairyn & Blue_Panther*

Artists only! No public allowed before 12:00.
Artists or agents can put up their artwork in the show room. Unclaimed panels will be redistributed to artists on the waiting list. See page 24!

10:00–12:00
Dealers' Den 1 / 2

Dealers' Den Setup — *Gyroplast & Alpha_Ki*

Dealers only! No public allowed before 12:00 / 13:00.
Dealers can bring their merchandise to the Dealers' Den. See page 24!

12:00–18:00.
Art Show

Art Show — *Cairyn & Blue_Panther*

The Art Show is open for the public! See page 24!

Color Legend:

Hotel / Gastronomy	Registration / Rehearsal / Setup / Seating	General Event / SIG	Supersponsor Event / SIG	Guest of Honor Event

THURSDAY

12:00–13:00
Dealers' Den 1 / 2

Dealers' Den – Supersponsor Exclusive Access *Gyroplast & Alpha_Ki*

Special early opening for supersponsors. See page 24!

12:00–13:30
München

Mechanical Effects for Puppets and Fursuits *Tioh & Furvan*

Do you want to build a puppet or fursuit head that has more than one expression? There are lots of cheap and easy ways to build mechanics that can change the look of your fursuit/puppet in seconds. Several examples will be shown that explain how to build movable eyelids, eyebrows, muzzle and ears.

12:00–13:30
Bonn

Qi Gong – Relax and Enjoy *Rapante*

Ever wondered what an "inner martial art" is? Always wanted to know what all those countless people in Chinese parks are doing on an early morning? Want to start your convention day relaxed, smiling and full of energy? Then this SIG is for you.

Qi Gong is one of the most ancient and gentle ways to cultivate and work with your inner harmony and energy (Qi). In this SIG we'll take a few minutes to explain the history of Qi Gong and Tai Chi, and then we'll teach you some moves of a very ancient Qi Gong form called "The Eight Pieces of Brocade", which is both simple to learn and beautifully effective in waking up one's inner energies. We will blend in some moves of a more modern form, called "Lian Gong Shi Ba Fa", which was created especially to combat modern forms of stress due to physical imbalance and improper body posture, and replace them with well-being and serenity.

So come and join us for an hour of "energy work" (which is one of the many ways to translate Qi Gong). You should bring a pair of warm socks (as all of the exercises are practiced without shoes), and loose/comfy clothing which allows you to move freely. Qi Gong involves no weapons, uses only gentle exercises, and is good for all levels of fitness.

13:00–18:00
Dealers' Den 1 / 2

Dealers' Den *Gyroplast & Alpha_Ki*

See page 24!

13:00–18:00
Fursuit Lounge

Photoshoot *Thalian*

Registration from 13:00 – 14:00, shooting from 14:00 – 18:00. See page 26!

14:00–15:30
Main Stage

Banner Brawl *Twll*

Eight markers, six artists, two canvases and one and a half lions. The Brawl is back, and there's a tie to break: can the girls pull in to the lead or will the boys avenge their shameful defeat at ConFuzzled? Be there or be elsewhere for another thrilling bout of Banner Brawl!

14:00–17:00
Fursuit Lounge, Stuttgart, Lobby

Fursuit Gameshow Preliminaries *Atkelar & Furvan*

Sign in and join the Fursuit Gameshow here – got what it takes?
See page 28!

14:00–15:30
München

Meet the Guest of Honor *Jim Martin (GoH)*

Come say hello to the Guest of Honor Jim Martin and get an introduction to his impressive work. Throughout the years he has worked extensively as a puppeteer, director and producer on American television. He has also won an Emmy 5 times for his work on *Sesame Street*! Jim Martin will give a presentation on some of the things he has worked on, but this is also a Q&A session where you can ask him anything you want.

14:00–15:30
Nürnberg

Real Furries Pt. 1 – What's possible with current science? *Pr. Theodose*

Just like almost every fan of anthropomorphic animals, you probably wondered how we could create them from humans (or animals) with realistic technology. Based on the latest discoveries in artificial organ fabrication and genetic engineering, this scientific talk will try to answer this question while not leaving out the societal and ethical issues laying ahead of such a challenge. As you will discover, fiction could become reality sooner than you might expect…

14:00–15:30
Magdeburg

The Art of Dialogue *Alex F. Vance*

From the Eye of Argon to Oscar Wilde, we explore the subtle art of dialogue: how to imbue your characters with life and depth, how to pace and space, and how to sustain plausibility.

虎
豹
少林

THURSDAY

15:30–18:30
Main Stage

Enter the Arena (Dance Contest) – Rehearsal — *BigBlueFox & Cheetah*

Not a public event – participants only!

16:00–17:30
München

Clips 'n' Bits (Guest of Honor) — *Jim Martin (GoH)*

This is a unique opportunity to see some rare vintage 1960s Jim Henson commercials and videos before the Muppets became famous. This is probably the only chance of seeing this you will get. Our Guest of Honor Jim Martin will also share inside stories on Jim Henson and many other interesting people he has worked with throughout his career.

16:00–17:30
Halle

Your First Furry Convention — *Uncle Kage*

What to expect at a furry convention, how to behave, pitfalls to avoid, and just what the heck are all those black sketchbooks about, anyway?

16:00–17:30
Magdeburg

Professional Storytelling — *kodayu*

Do you want to make them feel the cold metal of the gun in a wolf's hand, rebelling against the oppression of humankind? Do you want them to shiver from the touch of a vixen's tail who is just walking by at a party? All you need is words! And this crash course about how to apply tricks of the professional writing trade to your furry stories!

16:00–17:30
Bonn

Second Life for Beginners — *Vilvi & Frionil*

Think of a vast, immersive three dimensional virtual world filled with furries, playing, socializing, dancing, partying, y… uhh… nevermind, creating, building, …

Second Life is not about technology and who's got the highest frames per second, it's about people. And we're here to give you an idea what's it all about. Beginners are most welcome; if you don't know anything about Second Life or just want to see a good show, come stop by. Our line-up includes some insight into the world of Second Life, spiced with a few cheap laughs and titillating surprises.

19:00–20:30
Main Stage

Uncle Kage's Story Hour — *Uncle Kage*

He's the Kung Fooey Master of Stories! Taking a break from battling demons and ghosts from the deepest realms of the netherworld, he has arrived to bestow the wisdom of Zen upon you!

No wait, he just battles French airlines, Philadelphia hotel beds, and the German autobahn, but hey, where's the difference?

N '11

THURSDAY - FRIDAY

19:00–op.end
Stuttgart

Artists' Lounge — *ConOps*
The place for the creative artist. Please see page 22 for details!

19:00–op.end
Halle, Nürnberg

Game Corner — *Xaneorath*
Recurring event – Please see page 26 for details!

21:00–op.end
Main Stage

Fursuit Friendly Dance — *DJ Kenai*
If you like to take your costume to the dance, this is the event for you. We'll have more ambient light, less fog, and less strobe light. Our DJs are well prepared to get the party starting.

21:00–op.end
Bonn

Dance Dance Revolution — *Saber*
Recurring event – Please see page 26 for details!

FRIDAY

All Day
Fursuit Lounge

Fursuit Lounge — *ConOps*
Please see page 22 for details!

10:00–12:00
Dealers' Den 1 / 2

Dealers' Den Setup — *Gyroplast & Alpha_Ki*
Dealers only! No public allowed before 12:00.
Dealers can bring their merchandise to the Dealers' Den. See page 24!

11:30–13:00
Lobby, Outside

Fursuit Group Photo & Fursuit Parade — *Mystifur*
With roughly 40% of our guests being fursuiters, Eurofurence takes pride in being one of the major furry conventions with the highest fursuiter attendance. Having that many critters in an indoor parade though, the con hotel would just explode and turn into one giant ball of fluff. To prevent this from happening, this year's parade will be held outside. Starting inside the hotel with the traditional fursuit group photo, we will then visit some of the nearby Magdeburg sights. The trip will be about one kilometer (0.7 miles) long in total and offer plenty of nice picture spots. You will be able to find the exact route we are taking on the info posters hanging at the Fursuit Lounge and in the hotel lobby.

12:00–17:00.
Art Show

Art Show — *Cairyn & Blue_Panther*
See page 24!

12:00–18:00
Dealers' Den 1 / 2

Dealers' Den — *Gyroplast & Alpha_Ki*
See page 24!

13:00–17:00
Fursuit Lounge

Photoshoot — *Thalian*
Registration from 13:00 – 14:00, shooting from 14:00 – 17:00. See page 26!

THE PAWPET SHOW PRESENTS
鼠年
THE YEAR OF THE RAT
SATURDAY, AUGUST 20, 2011 - MAIN STAGE, 18:30

FRIDAY

14:00–15:30
Main Stage

Enter the Arena (Dance Contest) — *BigBlueFox & Cheetah*

Enter The Arena is going to be Eurofurence's first Fursuit Dance Contest. It will feature a single performances mode and a dance-off mode in which the top four dancers are going to compete against each other until one winner remains.

14:00–15:30
Stuttgart

Flute for Beginners — *Kalaallit Amaroq*

Are you a musician and/or do you want to discover the different types of flutes, how they work, or the history behind them? This workshop will shed some light onto those subjects. Some knowledge of music can be helpful, but is not required. There will be (short) live performances!

14:00–15:30
München

Convention War Stories (Supersponsor Event) — *Uncle Kage*

Many convention-goers remain blissfully unaware of the horrors that sometimes take place behind the scenes of a convention. Hear some of the secret testimony of the miserable souls who survived these terrifying ordeals.

14:00–17:30
Halle

Fancheng Action Theatre — *Kandrel*

Recurring event – Please see page 26 for details!

14:00–15:30
Nürnberg

The Art of Description — *Alex F. Vance*

We're often told to "show, don't tell", but how do we *sell*? In this session we'll discuss finding the right level of detail to serve your scenes, how to keep narration fresh and interesting even toward the end of your novel, and how to feel the rhythm of your prose while you write it.

14:00–15:30
Magdeburg

Drawing Vector Style — *Blue_Panther*

Vector art is everywhere, from company logos on car doors to the flags over the Eurofurence hotel entrance. Join Blue_Panther for a discussion of vector art and the unique, crisp styles and designs that it can help create. We will start with a brainstorming session on basic illustrations and design decisions, and then we'll move on to the techniques of Bezier curves which you can use for everything from car rear-window designs, title illustrations, to the planning and drawing of an entire comic.

14:00–15:30
Bonn

The Fox Panel – Foxes as Pets? — *Fauho*

Sly, unabashed, cunning, graceful and charming. This creature goes way back in time through many tales and myths, and goes way forth in modern society invading the hearts of our cities, taking maximum advantage. Even harsh prosecution couldn't stop one of nature's success stories. Loved by many, hated by others, but leaving no one indifferent. Curious? Join us and get to know what this creature really is about. Want to know about the locals in your neighbourhood but too lazy to sit in the cold for hours? I'll show you how you can easily find out more. And if a certain fox makes it in time, he'll come in person to tell you about his hard labour trying to keep foxes safe from nature's worst nightmare. And wow, in these modern great times where everything is for sale through the internet, you can finally have such a wonderful creature in your home on your lap. A dream too good to be true? Or a nightmare for the creature itself? Let's find out! A warm welcome to the world of the fantastic Mr. Fox.

15:30–18:30
Main Stage

Fursuit Gameshow – Rehearsal — *Atkelar & Furvan*

Not a public event – participants only!

15:30–18:00
Piano Bar

Jam Session — *MafunDi*

Did you learn an instrument or teach yourself to play? Do you like singing? Or do you just love lounging in a relaxed bar atmosphere and listening to the sounds of other talented furs? Then the jam session is the perfect place for you.

It's open to everyfur who would like to perform or sing along with well-known musicians. You can present compositions of your own or indulge in those well-loved old songs.

Come and join us at the Piano Bar!

16:00–17:30
Stuttgart

Game Developers' Meet & Greet — *Thygrrr*

Video game developers, artists, designers and producers – join our yearly Meet & Greet at Eurofurence! Thygrrr and past years' round table regulars invite you to come and share opinions, experiences, and ideas with other furs working in the industry. Whether you've worked on video games in the past or are

FRIDAY

dreaming of a career in this exciting industry, everybody is welcome to join and mingle with us.
The panel will be loosely split into tech and design/production round tables, meaning that it should offer plenty of opportunity for both techy and artsy types to find interesting things to discuss. Jacks of all trades are more than welcome to contribute to both circles, of course.

16:00–17:30
München

Performing in Full Body Costume (Guest of Honor) *Jim Martin (GoH)*

In a fun and interactive way, the Guest of Honor Jim Martin will give hints and tips on how to make your fursuit character come to life. There will be advice on what to do, what not to do, and how to give an impressive performance in a fursuit. All of it is illustrated by three fursuiter performers, so please come and join the fun.

16:00–17:30
Nürnberg

The Hyper Anatomy Panel *Gideon*

Join Gideon and discuss all things hyper. This panel will go into the psychology, whys, and hows of hyper endowed characters. Expect to laugh and, who knows, maybe learn something in the process. See you there!

16:00–17:30
Magdeburg

Introduction to Tai Chi *Tyger*

A strange Chinese kind of sport? Gymnastics for older people? Just something against stress? A way of meditation or something religious? Or even a martial art? Tyger, who has been practicing the Xiaojia form of the Chen Style for the past 10 years, will explain the origins and meanings of Taiji quan (Tai Chi). There will be also a practical part to introduce some of the very basics of Taiji quan. If you want to participate, you should wear convenient clothing for unhindered movement and relaxation.

FRIDAY

16:00–17:30
Bonn

Real Furries Pt. 2 – Possibilities and Problems *ANTIcarrot*

In today's world, we have humans, and we have other animals. We also have a half dozen technologies and sciences that are likely to give us the ability to create 'real' anthropomorphics within our lifetime. The focus will be on what new technology can achieve within the rules of physics, not how things work within the current limits of biology. Last year we had a distinguished but elderly scientist say that some things about furries were impossible. He got some of it very probably wrong. This year, well… I'm an engineer. I solve practical problems…

17:00–19:00
Art Show

Art Show Closing *Cairyn & Blue_Panther*

The end of bidding in the show! During closing, the Art Show panels will be marked as closed one by one, determining which pieces will go to auction on Saturday, and which are won on the spot.
This year, we will speed up the closing. Try to finish your bidding before closing starts. If you must place bids during closing, please have the completed bid stickers ready for placement. Be fair, no sniping!

19:00–op.end
Stuttgart

Artists' Lounge *ConOps*

The place for the creative artist. Please see page 22 for details!

19:00–op.end
Halle, Nürnberg

Game Corner *Xaneorath*

Recurring event – Please see page 26 for details!

19:30–21:00
Main Stage

Bitter Lake – Movie Premiere *Shay*

After more than a decade of peace the proud and noble kingdom of Valanor is suddenly torn apart by a terrible civil war. After 12 years, when the dust settles and resources have started to dwindle, the starving people of Valanor cry out for peace. Thus forcing the leaders of Tier, Sinnah, Daneth and Osgard to lay down their arms and meet each other at the negotiation table.
Can the four envoys put their old hatreds aside and forge a bond of trust? Or will those that crave the blood and terror of war get their way? Whatever the outcome, the fate of Valanor will be decided… at Bitter Lake.

FRIDAY - SATURDAY

20:00–op.end
München

Eurofurence Girls' Cafe (Girls only!) *Pan Hesekiel Shiroi & Sinea*

Do you sometimes feel like being the only girl in the fandom? Do you even feel treated like a free-for-all? Do you feel lonely and misunderstood, always being surrounded by nothing but guys? It doesn't have to be this way! We are trying to gather lots of girls on EF to get to know each other, chit-chat and do all those things girls do when not surrounded by guys! We can laugh, cry and talk about everything under the sun, we can talk about creative things, we can pretty much do anything you want – you decide. If you want to get to know other female furries, please get back to us and help us gathering lots of girls. We are waiting for you!

21:00–op.end
Bonn

Dance Dance Revolution *Saber*

Recurring event – Please see page 26 for details!

21:30–23:30
Main Stage

The Fursuit Game Show *Atkelar & Furvan*

Two players team up and compete in several funny games to see who can impress the Emperor!
See page 28!

SATURDAY

All Day
Fursuit Lounge

Fursuit Lounge *ConOps*

Please see page 22 for details!

10:00–12:00
Dealers' Den 1 / 2

Dealers' Den Setup *Gyroplast & Alpha_Ki*

Dealers only! No public allowed before 12:00.
Dealers can bring their merchandise to the Dealers' Den. See page 24!

11:00–11:30
Lobby

Group Photo *Thalian*

Because of the lack of suitable outdoor areas, the group photo will be shot in the hotel lobby.
Everyone is invited to gather on the balconies of the first four floors and in the lobby itself. Please start gathering at about 11:00, so that we have time for everyone to be directed to the proper areas.
The group photo will be shot at 11:30!

12:00–18:00
Dealers' Den 1 / 2

Dealers' Den *Gyroplast & Alpha_Ki*

See page 24!

12:00–14:00
Main Stage

Art Auction *Uncle Kage & Fjordwolf*

Art exhibits that got their bidsheets filled are auctioned off in this voice auction. Be sure to be there to win your coveted treasure. And if you didn't bid... come by anyway, because this is not just any auction, it's an event!

SATURDAY

12:00–13:30
München

Video Puppeteering with the Guest of Honor — *Jim Martin (GoH)*

Come learn from the master himself, the Guest of Honor Jim Martin, who will share his extensive experience and knowledge of puppeteering on TV and in movies. This is an interactive panel where you also will have the chance to have a go at television puppeteering. A rare opportunity for learning from Jim Martin, not to be missed!

12:00–13:30
Magdeburg

Tantric Kriya Yoga part 1 — *Chaiya*

Recurring event – Please see page 26 for details!

12:00–13:30
Bonn

Who Wants to Be a DJ? — *Wild-Wolf*

Who of you would like to know more about PC-based DJing, fool around with different sorts of equipment or just want to talk about electronic music? Then this is your event! Also feel free, if you have your own or other DJ equipment you would like to share or show off, to bring it along!

12:30–17:30
Fursuit Lounge

Photoshoot — *Thalian*

Registration from 12:30 – 13:30, shooting from 13:30 – 17:30. See page 26!

14:00–19:00
Art Show

Art Sales and Pickup — *Cairyn & Blue_Panther*

At the Art Show Pickup you can finally purchase and receive the pieces you were bidding for in the Show and Auction. Unsold or not for sale pieces may be picked up by the artists. Artist payment will start after all items have been picked up. See page 24!

14:00–15:30
Outside

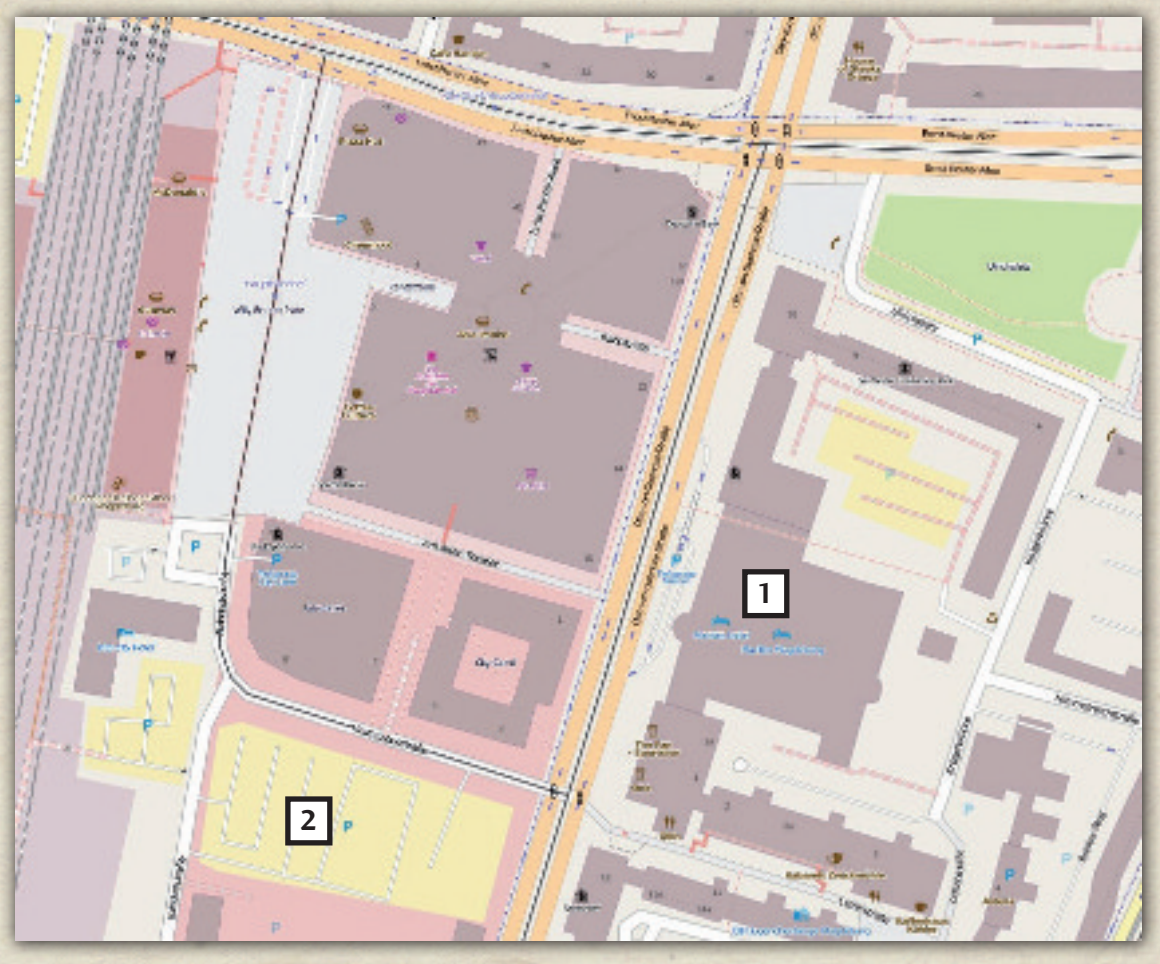
Motofurs Meeting — *Nightfox, Shep Shephard & Ravell*

Are you a cat who loves carburetors? A vulpine with a taste for a V8? A wolf who loves a finely-tuned Wankel? If so, then this is the event for you! It will be held (weather and attending numbers dependant) on the car park area next to the hotel (see map on page 59). If you want to bring your car along to show it off to others, talk all things automotive with others who share your interests, then come on down! Even if you don't bring a car, you're more than welcome to come along for a look and a chat.

Due to the nature of the event, EF management and the event co-ordinator ask that you respect both the safety and property of those attending, and also that of the hotel and other guests. To this end there are a few safety rules:

Motofurs Meeting Map

© OpenStreetMap contributors, CC-BY-SA



1 Hotel
2 Motofurs Meeting parking lot

- No dangerous stunts – Anyone deemed to be driving dangerously will be asked to remove themselves and their vehicle from the event area.
- No burnouts – Once again, offenders will be asked to leave.
- No damage to other cars/hotel ground/attendees – Please take care when parking and maneuvering, and also be mindful of paintwork when looking through open windows.
- No wheel/tire markings to be left on the road surface.
- No unnecessary noise – i.e. keep stereo equipment to tolerable levels, and no extended revving of engines.
- If you wish to look closer inside someone's vehicle, ask the owner. Do not just open the door and get in.

Stay safe, and enjoy the event!

14:00–15:30
Stuttgart

Animatronics for Fursuits — *Tioh & Furvan*

Do you want to control more of your fursuit than its pose? This panel will show you how you can control and trigger effects like ear movement, blinking eyes, glowing teeth and snarling from inside your fursuit. This panel does not cover how to build the mechanical parts.

14:00–15:30
München

Why can't we all just get along? (Supersponsor Event) — *Uncle Kage*

An exploration of the relationships between the different fandoms and why some just don't get why it is so important to be white on the left side.

14:00–17:30
Halle

Fancheng Action Theatre — *Kandrel*

Recurring event – Please see page 26 for details!

14:00–15:30
Nürnberg

Voice Acting Workshop — *Alex F. Vance*

Alex Vance has recorded dramatic readings for the Bad Dog Book Club and performed voice roles for the Furry Basketball Association and the audio adaptation of Rukis' comic Cruelty. After a quick presentation on microphone technique, breathing, and a brief peek into the lonely life of a sound engineer, we'll roll up our sleeves, clear our throats and record a short radio play together – audience participation mandatory. Keep an eye out for a Mystery Special Guest or two…

14:00–15:30
Magdeburg

How to raise charity funds? — *Lupestripe*

Fursuiting is becoming increasingly popular in the Fandom but fursuits also generate a positive reaction outside our community. If you have ever wanted to suit for charity, or attend public events as your character, there are important things you need to consider. This talk will cover safe suiting in public as well as how to raise money for charities, including some important legal points which must be considered. How to set up a charity group, like Paws For Cause in the UK, will also be discussed.

14:00–15:30
Bonn

Second Life Advanced Class — *Vilvi & Frionil*

Second Life from a more advanced, technically minded viewpoint. Don't worry, there won't be that much jargon and technobabble, and if there is, explanations will be provided! A few words on topics like hands-on-demos and discussion about topics such as the technology behind Second Life, building both in- and outworld, scripting, owning and renting land, making money and creating machinima.

15:30–17:00
Main Stage

Kung Fur Show (Charity) — *Pinky*

Come see the fierce and mighty warriors demonstrate some amazing martial arts and get challenged by the host Pinky. There will be awe-inspiring moves, perplexing poses, and merry moments as the three performers show their stuff and get challenged by the host.

16:00–17:30
Stuttgart

Acting Skills – Whose Fur Is It Anyway? — *Lupestripe*

Do you see furs on stage and wish you could do that too? Have you ever desired having the confidence it takes to perform in public? Would you like to improve your acting and improvisation skills in a fun and friendly environment? If so, then come to our workshop where we will play our very own version of *Whose Line Is It Anyway?* with games and laughs galore!

16:00–17:30
München

Real Furries Pt. 3 – Ethics and Responsibilities — *Uncle Kage*

In part one and two the current possibilities and problems were covered. Now we're going to talk abot the ethics behind creating new sentient beings. How would mankind deal with this strange new situation? Open minded or like in the dark age – with slavery and oppression?

SATURDAY

16:00–17:30
Nürnberg

3D Round Table — *H0rs3 & Meta*

Have you been working with 3D for a long time? Are you a beginner, or would you like to know more about it? Come with us to discuss this topic. Everybody is welcome! If you have some experience in modelling, sculpting, animation, or anything else related to 3D work, your presence can be interesting! The discussion topics can vary wildly and might include the softwares you use, your current projects, if you have some advice to give, and much more!

16:00–17:30
Magdeburg

Tantric Kriya Yoga part 2 — *Chaiya*

Recurring event – Please see page 26 for details!

16:00–17:30
Bonn

Storytelling Round Table — *Lupestripe*

The scene was set in the enchanted forest, deep in the heart of the German countryside. Furries from near and furries from far had gathered to frolic in this celebration of fur. The artists drew and the suiters performed whilst the writers gathered to share their ideas. All were welcomed with open arms as prose and poetry was discussed in a supportive environment. So if you are a writer who is looking for feedback, come along to the Storytelling Round Table to showcase your work.

18:30–21:30
Main Stage

The Year of the Rat – The Eurofurence Pawpet Show — *The EF Pawpet Show Team*

It is the year 2032: The efforts to reunify Hong Kong and the People's Republic while trying to maintain two separate ideological systems are unravelling the Chinese Government's dominance. The people themselves and the new economic powers are now demanding their say in China's future. Despite strict censorship and constant surveillance, a small but active underground hacker community is waiting for the right moment to turn the tables. Their curiosity is piqued when a 16 Terabyte encrypted memory stick is dropped in their lap on the same day that the CEO of Black Crescent Advantage, China's biggest investment company, kidnaps his own daughter and vanishes without a trace.

19:00–op.end
Stuttgart

Artists' Lounge — *ConOps*

The place for the creative artist. Please see page 22 for details!

SATURDAY - SUNDAY

19:00–op.end
Halle, Nürnberg

Game Corner *Xaneorath*

Recurring event – Please see page 26 for details!

22:00–op.end
Main Stage

Big Blue Dance *BigBlueFox*

Once again "The Fox Is Back!" He's the blue legendary institution of the Eurofurence Dance. Our resident DJ BigBlueFox will take you through a long party night, turning the hotel into an exclusive nightclub until far after sunrise. The only question still unanswered: Who lasts longer? You or him?!

SUNDAY

10:00–12:00
Fursuit Lounge

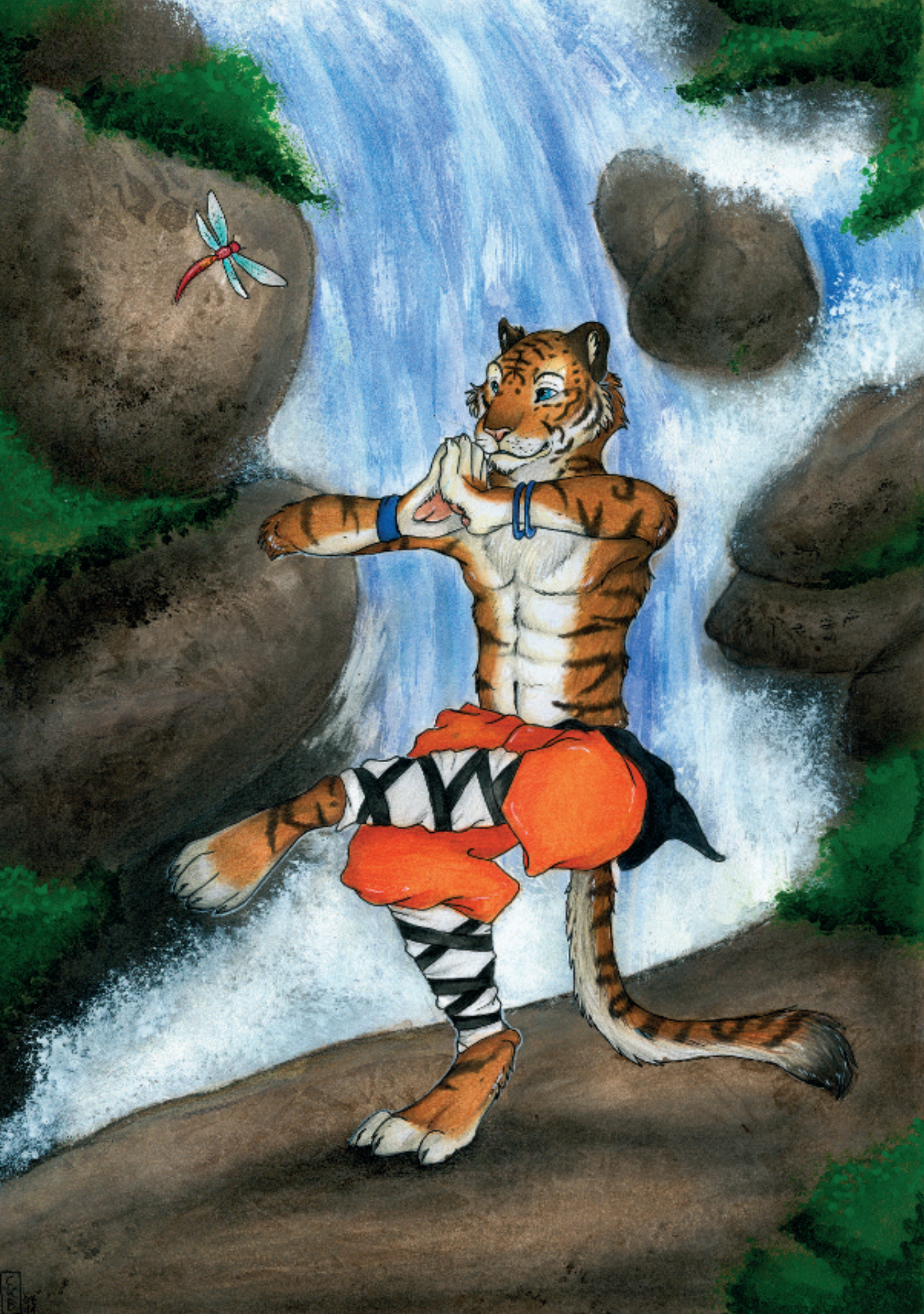
Fursuit Lounge *ConOps*

Please see page 22 for details!

20:00–op.end
Piano Bar

Dead Dog Party

Once more, another Eurofurence is over. Let's enjoy the last day at the hotel and celebrate the end of another fabulous Eurofurence full of fun and action. Keep in mind, it's another full year until the next Eurofurence takes place. Let us shorten the time a bit – don't even dare to miss this last party! This is your chance to see the elusive Masters of the Eurofurence Fu displaying ancient styles like the Drunken Master, the Stumbling Rhino, or the Exhausted Panda!



TIMETABLE WEDNESDAY

Gastronomy	Day Events	Main Stage (Maritim I)	Other Locations	Confi 1 (Stuttgart)	Confi 2 (München)	
Breakfast (06:30–11:00)	Setup Art Show					10:00-10:30
						10:30-11:00
Snack Point						11:00-11:30
Restaurant "Da Capo"						11:30-12:00
						12:00-12:30
						12:30-13:00
						13:00-13:30
						13:30-14:00
						14:00-14:30
						14:30-15:00
Piano Bar (Open End)						15:00-15:30
						15:30-16:00
	Setup Dealers' Den (Room Berlin only)					16:00-16:30
						16:30-17:00
		Seating	BBQ (Rondell)			17:00-17:30
		Opening Ceremonies				17:30-18:00
						18:00-18:30
						18:30-19:00
				Artists' Lounge		19:00-19:30
						19:30-20:00
					Teenage Mutant Ninja Turtles 3 (Movie)	20:00-20:30
						20:30-21:00
						21:00-21:30
					Teenage Mutant Ninja Turtles 3 (Behind the Scenes)	21:30-22:00
						22:00-22:30
						22:30-23:00
						23:00-23:30
						23:30-00:00

Legend: Hotel / Gastronomy | Registration / Rehearsal / Setup / Seating | General Event / SIG | Supersponsor Event / SIG | Guest of Honor Event

TIMETABLE THURSDAY

	Gastronomy			Day Events			Main Stage (Maritim I)
10:00-10:30	Breakfast (06:30–11:00)			Setup	Setup		
10:30-11:00							
11:00-11:30							
11:30-12:00		Restaurant "Da Capo"					
12:00-12:30					Exclusive		
12:30-13:00							
13:00-13:30					Dealers' Den	Reg	
13:30-14:00							Seating
14:00-14:30				Art Show		Fursuit Photoshoot	Banner Brawl
14:30-15:00							
15:00-15:30	Piano Bar (Open End)						Enter the Arena (Dance Contest) Rehearsal Participants only!
15:30-16:00							
16:00-16:30							
16:30-17:00							
17:00-17:30							
17:30-18:00							
18:00-18:30							
18:30-19:00							Seating
19:00-19:30							Uncle Kage's Story Hour
19:30-20:00							
20:00-20:30							
20:30-21:00							
21:00-21:30							Fursuit Friendly Dance
21:30-22:00							
22:00-22:30							
22:30-23:00							
23:00-23:30							
23:30-00:00							

TIMETABLE THURSDAY

Other Locations	Confi 1 (Stuttgart)	Confi 2 (München)	Confi 3 (Halle)	Confi 4 (Nürnberg)	Confi 5 (Magdeburg)	Confi 6 (Bonn)	
							10:00-10:30
							10:30-11:00
							11:00-11:30
							11:30-12:00
		Mechanical Effects for Puppets and Fursuits				Qi Gong Relax and Enjoy	12:00-12:30
							12:30-13:00
							13:00-13:30
							13:30-14:00
Fursuit Gameshow Preliminaries (Stuttgart, Maritim II, Lobby))		Meet the Guest of Honor		Real Furries Pt. 1 – What's possible with current Science?	The Art of Dialogue		14:00-14:30
							14:30-15:00
							15:00-15:30
							15:30-16:00
		Clips 'n' Bits (Guest of Honor)	Your First Furry Convention		Professional Storytelling	Second Life for Beginners	16:00-16:30
							16:30-17:00
							17:00-17:30
							17:30-18:00
							18:00-18:30
							18:30-19:00
	Artists' Lounge		Game Corner (Open End)	Game Corner (Overflow) (Open End)			19:00-19:30
							19:30-20:00
							20:00-20:30
							20:30-21:00
						Dance Dance Revolution	21:00-21:30
							21:30-22:00
							22:00-22:30
							22:30-23:00
							23:00-23:30
							23:30-00:00

TIMETABLE FRIDAY

	Gastronomy			Day Events			Main Stage (Maritim I)
10:00-10:30	Breakfast (06:30–11:00)				Setup		
10:30-11:00							
11:00-11:30							
11:30-12:00		Restaurant "Da Capo"					
12:00-12:30				Art Show	Dealers' Den		
12:30-13:00							
13:00-13:30						Reg	
13:30-14:00							Seating
14:00-14:30						Fursuit Photoshoot	Enter the Arena (Dance Contest)
14:30-15:00							
15:00-15:30	Piano Bar (Open End)		Snack Point				Fursuit Gameshow Rehearsal Participants only!
15:30-16:00							
16:00-16:30							
16:30-17:00							
17:00-17:30				Closing			
17:30-18:00							
18:00-18:30							
18:30-19:00							
19:00-19:30							Seating
19:30-20:00							Bitter Lake Movie Premiere
20:00-20:30							
20:30-21:00							
21:00-21:30							Seating
21:30-22:00							The Fursuit Game Show
22:00-22:30							
22:30-23:00							
23:00-23:30							
23:30-00:00							

TIMETABLE FRIDAY

Other Locations	Confi 1 (Stuttgart)	Confi 2 (München)	Confi 3 (Halle)	Confi 4 (Nürnberg)	Confi 5 (Magdeburg)	Confi 6 (Bonn)	
							10:00-10:30
							10:30-11:00
							11:00-11:30
Fursuit Group Photo & Fursuit Parade							11:30-12:00
							12:00-12:30
							12:30-13:00
							13:00-13:30
							13:30-14:00
	Flute for Beginners	Convention War Stories	Fancheng Action Theatre (Game Session)	The Art of Description	Drawing Vector Style	The Fox Panel – Foxes as Pets?	14:00-14:30
							14:30-15:00
							15:00-15:30
Jam Session (Piano Bar)							15:30-16:00
	Game Developers' Meet and Greet	Performing in Full Body Costumes (Guest of Honor)		The Hyper Anatomy Panel	Introduction to Tai Chi	Real Furries Pt. 2 – Possibilities and Problems	16:00-16:30
							16:30-17:00
							17:00-17:30
							17:30-18:00
							18:00-18:30
							18:30-19:00
	Artists' Lounge		Game Corner (Open End)	Game Corner (Overflow) (Open End)			19:00-19:30
							19:30-20:00
		Eurofurence Girls' Café (Girls only!)					20:00-20:30
							20:30-21:00
						Dance Dance Revolution	21:00-21:30
							21:30-22:00
							22:00-22:30
							22:30-23:00
							23:00-23:30
							23:30-00:00

TIMETABLE SATURDAY

	Gastronomy			Day Events			Main Stage (Maritim I)
10:00-10:30	Breakfast (06:30–11:00)				Setup		
10:30-11:00							
11:00-11:30							
11:30-12:00		Restaurant "Da Capo"					Seating
12:00-12:30					Dealers' Den		Art Auction
12:30-13:00						Reg	
13:00-13:30							
13:30-14:00						Fursuit Photoshoot	
14:00-14:30				Art Sales			
14:30-15:00							
15:00-15:30	Piano Bar (Open End)						Seating
15:30-16:00							Kung Fur Show (Charity)
16:00-16:30							
16:30-17:00							
17:00-17:30				Artists' Payout			
17:30-18:00							
18:00-18:30							Seating
18:30-19:00							The Year of the Rat (Pawpet Show)
19:00-19:30							
19:30-20:00							
20:00-20:30							
20:30-21:00							
21:00-21:30							
21:30-22:00							
22:00-22:30							Big Blue Dance
22:30-23:00							
23:00-23:30							
23:30-00:00							

TIMETABLE SATURDAY

Other Locations	Confi 1 (Stuttgart)	Confi 2 (München)	Confi 3 (Halle)	Confi 4 (Nürnberg)	Confi 5 (Magdeburg)	Confi 6 (Bonn)	
							10:00-10:30
							10:30-11:00
Group Photo							11:00-11:30
							11:30-12:00
		Video Puppeteering with the Guest of Honor			Tantric Kriya Yoga Pt. 1	Who wants to Be a DJ	12:00-12:30
							12:30-13:00
							13:00-13:30
							13:30-14:00
Motofurs Meeting (Parking Lot, see Map)	Animatronics for Fursuits	Why can't we all just get along?	Fancheng Action Theatre (Game Session)	Voice Acting Workshop	How to Raise Charity Funds	Second Life Advanced Class	14:00-14:30
							14:30-15:00
							15:00-15:30
							15:30-16:00
	Acting Skills – Whose Fur Is It Anyway?	Real Furries Pt. 3 – Ethics and Responsibili-ties		3D Round Table	Tantric Kriya Yoga Pt. 2	Storytelling Round Table	16:00-16:30
							16:30-17:00
							17:00-17:30
							17:30-18:00
							18:00-18:30
							18:30-19:00
	Artists' Lounge		Game Corner (Open End)	Game Corner (Overflow) (Open End)			19:00-19:30
							19:30-20:00
							20:00-20:30
							20:30-21:00
							21:00-21:30
							21:30-22:00
							22:00-22:30
							22:30-23:00
							23:00-23:30
							23:30-00:00

TIMETABLE SUNDAY

	Gastronomy			Other Locations
10:00-10:30	Breakfast (06:30–11:00)			
10:30-11:00				
11:00-11:30				
11:30-12:00		Restaurant "Da Capo"		
12:00-12:30				
12:30-13:00				
13:00-13:30				
13:30-14:00				
14:00-14:30				
14:30-15:00				
15:00-15:30	Piano Bar (Open End)			
15:30-16:00				
16:00-16:30				
16:30-17:00				
17:00-17:30				
17:30-18:00				
18:00-18:30				
18:30-19:00				
19:00-19:30				
19:30-20:00				
20:00-20:30				Dead Dog Party (Open End)
20:30-21:00				
21:00-21:30				
21:30-22:00				(Piano Bar)
22:00-22:30				
22:30-23:00				
23:00-23:30				
23:30-00:00				

CREDITS

Board of Directors

Chairman:
Cheetah (Sven Tegethoff)
Vice Chairman:
Nightfox (Richard Nightfox)
Treasurer:
Loewi (Ingo Schumacher)

Registration & Accounting

Team Lead:
Jumpy (Stephan Bartels)
Vice Team Lead:
Loewi (Ingo Schumacher)
Crew:
eisbaer (Robert Hofmann)
Tristan (Nils Decker)
Kralle (Maik Dulsmann)
WhiteLion (Daniel Ahlert)
MOW (Mark-Oliver Wolter)
Shay (Michael Wolf Visser)
Dragony (Pamela Kuhn)
Wolffire (Heiko Stangel)
Temp Crew:
Ysegrim (Gregor Leusch)
Tillikum (Sebastian Heuss)
T-Shirt Sales:
doco (Jürgen Roßkamp)
Fursuit Badge Printing:
Tigerseye (Tobias Schweitzer)
Con Badge Design:
SolidASP
Registration Software:
Jumpy
Zefiro
Liam

Hotel Liaison

Hotel Relations:
Nightfox

Press Liaison

Press Relations:
o'wolf (Jörg Reuter)
Crew:
Lynard (Dirk Lang)
Luxen (Michael Graf)

Stage

Stage: Resident Crew

Head of Stage:
Jaryic (Henning Stalke)
2nd Head of Stage:
Darkwing
Rentals Contracts:
Nightfox
AV-Desk Lead:
Cheetah
Backstage Lead:
Reesa
Backstage Fursuit Support:
Furvan
TL Rigging:
Dhary Montecore (Andreas Theißen)
Dance Lighting:
Djem
Crew:
Ayun (Björn Loge)
Furball
JayJay
Kamikaze
Mafundi
Nikoshi
Tsanawo

Stage: Fursuit Gameshow

Leads:
Atkelar
Furvan (Gregor Hassler)
Host:
Aetobatus (Michael Sawyer)
Director & Scoreboard Op:
Ysegrim (Gregor Leusch)
Stage Coordinator:
Kazzador (Harald Metka)
Artwork:
Yamavu
Pan Hesekiel Shiroi
Music Selection:
King Taibu (Christoph Kellner)
Music:
Luchs
Crew:
Wulf

Stage: Enter the Arena

Director:
BigBlueFox
Co-Director:
Cheetah
Hosts:
Bariki
Twll
Jury Members:
Shay
Rizzo
Jim Martin

Stage: The Kung Fur Show

Director and Host:
Pinky
Assistant Director:
AngelFox
Performers:
Cueball
Tygs
Just Some Dog

Stage: Banner Brawl

Lead / Host:
Twll (Martin Jenkins)
Host:
Fairlight (Marcus Hess)

Stage: Pawpet Show

Directed by:
Cheetah (Sven Tegethoff)
Written by:
Cheetah (Sven Tegethoff)
Eisfuchs (Dario Abatianni)
Editors:
Pinky
Twll (Martin Jenkins)
Backstage Coordinators:
Reesa (Barbara Mader)
Zefiro
Backstage Technical Operator:
Nightfox (Richard Nightfox)
Lead Puppeteers:
Eisfuchs (Dario Abatianni)
Fairlight (Marcus Hess)
Lynard (Dirk Lang)
Pan Hesekiel Shiroi
TaniDaReal
Assistant Puppeteers:
CJ (Christian Jesch)
Furvan (Gregor Hassler)
Kyron (Mike Jendrny)
o'wolf (Jörg Reuter)
Runo (Johann Studanski)
Tigerseye (Tobias Schweitzer)
Xan (Dominik Walter)
Zefiro
Puppet Builders:
Furvan (Gregor Hassler)
Henrieke (Henrieke Goorhuis)
Kyron (Mike Jendrny)
Nightfox (Richard Nightfox)
Runo (Johann Studanski)
TaniDaReal
Tioh (Markus Nowak)
Xan (Dominik Walter)
Character Design:
Henrieke (Henrieke Goorhuis)
Pan Hesekiel Shiroi
TaniDaReal
Xan (Dominik Walter)
Production Design:
TaniDaReal
Sound Design:
Cheetah (Sven Tegethoff)
Lighting Design:
Jaryic (Henning Stalke)
Darkwing
Intro Videos:
BigBlueFox (Karsten Auchter)
Tillikum (Sebastian Heuss)
Xan (Dominik Walter)
Prop Builders:
Cheetah (Sven Tegethoff)
CJ (Christian Jesch)
Furvan (Gregor Hassler)
Kyron (Mike Jendrny)
Lynard (Dirk Lang)
Mendra
o'wolf (Jörg Reuter)
Reesa (Barbara Mader)
Tigerseye (Tobias Schweitzer)
Xan (Dominik Walter)
Zefiro
Animatronics & Special Effects:
CJ (Christian Jesch)
Furvan (Gregor Hassler)
Mendra
Xan (Dominik Walter)
Zefiro
Backdrop Painters & Carpenters:
Angus (Matthias Bauer)
BigBlueFox
Dhary (Andreas Theißen)
Djem (Emile Chauvin)
doco (Jürgen Roßkamp)
EosFoxx
Furvan (Gregor Hassler)
Horsie (Oliver Huckauf)
Jaryic (Henning Stalke)
Kazzador (Harald Metka)
Lynard (Dirk Lang)
Neo (Neo Preuß)
Nightfox
Reesa (Barbara Mader)
Reeve (Samuel Espinho-Alves)
Snow-wolf (Patrizia Dona)
TaniDaReal
Tigerseye (Tobias Schweitzer)
Ysegrim (Gregor Leusch)
Yuri
Xan (Dominik Walter)
Rehearsal Facilities provided by:
Nightfox (Richard Nightfox)
Stage Workshop Facilities provided by:
Horsie (Oliver Huckauf)

Video & TV Broadcast

Team Lead:
BigBlueFox (Karsten Auchter)
Vice Team Lead:
Tillikum (Sebastian Heuss)
Crew:
Cleanerwolf (Boris Bürgel)
Kyron (Mike Jendrny)
lizard (Sascha Bias)
Mendra
o'wolf (Jörg Reuter)
Wolffire (Heiko Stangel)
Xan (Dominik Walter)
Ysegrim (Gregor Leusch)

Video & TV Broadcast: EF-Prime

Team Lead:
BigBlueFox (Karsten Auchter)
Crew:
Kralle (Maik Dulsmann)

Fursuit Support

Team Lead:
Mystifur (Oliver Bartel)
Vice Team Lead:
Furvan (Gregor Hassler)
Fursuit Badges:
Tigerseye
Crew:
doco (Jürgen Roßkamp)
Kazzador (Harald Metka)
Tekumseh (Olav Jahn)

Charity

Head of Charity:
EosFoxx
2nd Head of Charity:
Pinky
Crew:
Pan Hesekiel Shiroi
TaniDaReal
AngelFox

Guest of Honor

GOH Liaison:
Pinky

Programming

Director of Programming:
Riffuchs (Kai-Uwe Wilke)
Assistant Programming Director:
Cheetah (Sven Tegethoff)

Convention Operations

ConOps Lead

Director of ConOps:
Riffuchs (Kai-Uwe Wilke)
Logistics Manager &
2nd Head of ConOps:
TiBoth (Mike Dornberger)

ConOps Team

Office Lead:
Mark TreeFox (Thomas Keinz)
2nd Office Lead:
KingSimba (Ang Yao Guang)
Event Room Management:
Wild-Wolf (Tino Polster)
White Dragon (Martin Vaci)
Convention App Programmer:
"Jake" Robin van der Ploeg
Online Timetable Manager:
Xenofur (Christian Walde)
Team:
Blazingstar (Alex Donker)
Fendracus (Christian Wilke)
Lupo (Markus Volk)
Stefan Fiedler (Stefan)

ConOps: Decoration

Team Lead:
Nimrais
Construction & Print:
Riffuchs (Kai-Uwe Wilke)
Rigging & Lighting:
Dhary Montecore (Andreas Theißen)
Artists:
AlectorFencer
Kajito
Nimrais
Andraste
Nathradas
Nimrais
Pan Hesekiel Shiroi

ConOps: T-Shirt Sales

Sales:
doco (Jürgen Roßkamp)

ConOps: IT Infrastructure

Team Lead:
Kralle (Maik Dulsmann)
Wise Owl:
Lizard (Sascha Bias)

ConOps: Daily Eurofurence

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Luxen (Michael Graf)
Writers:
Bariki (Robert Blackman)
Curry (Andreas Wieland)
hHp (Hannu-Heikki Puupponen)
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Chitatz (Andreas Semmelmann)
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Gyroplast (Dennis Herbrich)
On-Site Management:
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Art Show & Auction

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Vice Team Lead:
Blue_Panther (Robert Keller)
Floor Manager:
PatriX Darkhoof
Cashier:
naut (Dominik Fahrni)
Auctioneer:
Uncle Kage (Dr. Samuel Conway)
Art Show Closing:
Tabalon (Andreas Jaekel)
Auctioneer Assistant:
Fjordwolf (Frank Schultz)
Driver / Auction Display Ops:
Ysegrim (Gregor Leusch)
Crew:
Balu
Footpad
Skunki
Pegla (Danny Palic)
Floor Runner:
Erilo Crown
ShinigamiGirl

Security

Senior Security Staff

Chief of Security:
Gyroplast (Dennis Herbrich)
Deputy Chief of Security:
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Team Director "Art Show":
Kayjay (Klaus-Peter Jacobs)
Token
Team Director "Dealers' Den":
Wolffire (Heiko Stangel)
WingedNeko (Sebastian Kipp)
Team Director "Crowd Control":
Codewolf (Matthew Nunn)
Raschkar (Heribert Vogt)
Team Director "Stage":
Kamikaze (Mario Groß)

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Badger (Robert Labus)
Camrath
Cheagel (Benjamin Kamprad)
Chitatz (Andreas Semmelmann)
Cintas (Marius Klotke)
Clover (Laurent Cormeau)
Diego
draconigen (Alexander Lanchev)
Dragony (Pamela Kuhn)
Gemoron (Stefan Sanner)
io (Michael Holtorf)
JayJay (Jan Högermeyer)
Kisu (Raimo Samuli Kokko)
Locutus (Daniel Koitka)
Lord Leonidas Aquillon (Edward Tischendorf)
Lupyfur (Mike Foreman)
Lyserc
Mhisani Fox (Robin Phillips)
naut (Dominik Fahrni)
Preda
Raider
Sethaa (Julia Lorenz)
Shareal (Sebastian Hönes)
Sheppy (Dennis Straussberger)
Shian (André Hallier)
SiBERTiGER (Oliver Staubach)
Sinea (Katharina Pientka)
skyhoof (Oliver Pientka)
Skysloth (Matthias Van Mechelen)
smove (Stefan Spies)
Survion (Bernd Gruber)
Tekumseh (Olav Jahn)
Tristan (Nils Decker)
Ulysses.Draco (Bastian Oppel)
Weed (Jere Jokinen)

24/7 Security Standby Team

Ayun (Björn Loge)
Codewolf (Matthew Nunn)
draconigen (Alexander Lanchev)
Lyserc
skyhoof (Oliver Pientka)
Tekumseh (Olav Jahn)
Weed (Jere Jokinen)
Winged Neko (Sebastian Kipp)
Wolffire (Heiko Stangel)

...and everyone else who helped us out on short notice!

Photography

Fursuit Photoshooting

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Thalian
Assistant Photographer / Inspiration:
Rapante
Assistant / Server Operator:
Kovu
Dragony
Assistant / Queue Manager:
Pegasus
Draugvorn

Group Photo

Photographer:
Thalian (Mike Göhre)

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Director & Typesetting:
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Layout Support:
Alpha_Ki
Event List:
"Jake" Robin van der Ploeg
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Cairyn (Ronald W. Klemp)
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Pinky
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pg. 3, 5, 38, 43, 50 t., 50 b, 52 t, 54 t, 54 b: Neocanis
pg. 7: Rukis
pg. 11: AlectorFencer
pg. 15: Pan Hesekiel Shiroi
pg. 23: Pearl Eden
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pg. 58: Fleki
pg. 59: LoupGarou
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Druckerei Karolus GmbH
Map on page 44:
Open Street Map Project
(http://www.openstreetmap.org/)

We also wish to thank our volunteer paramedics, who are always around to help sick and injured furs...

...and of course everybody who lent a paw on this convention to make it possible. Even if you're not specifically mentioned here, we appreciate your assistance.